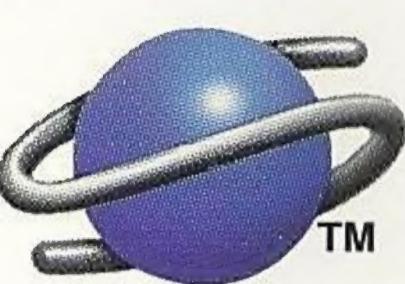


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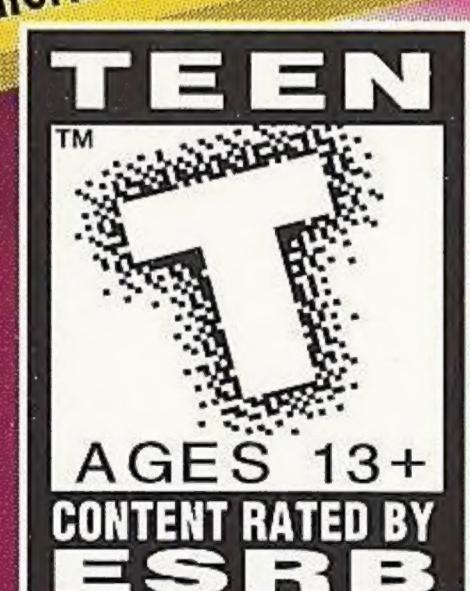
FIGHTERS MEGAMIX™

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"the ultimate team-up-Fighting Vipers and Virtua Fighter 2"
- Game Informer

81073



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

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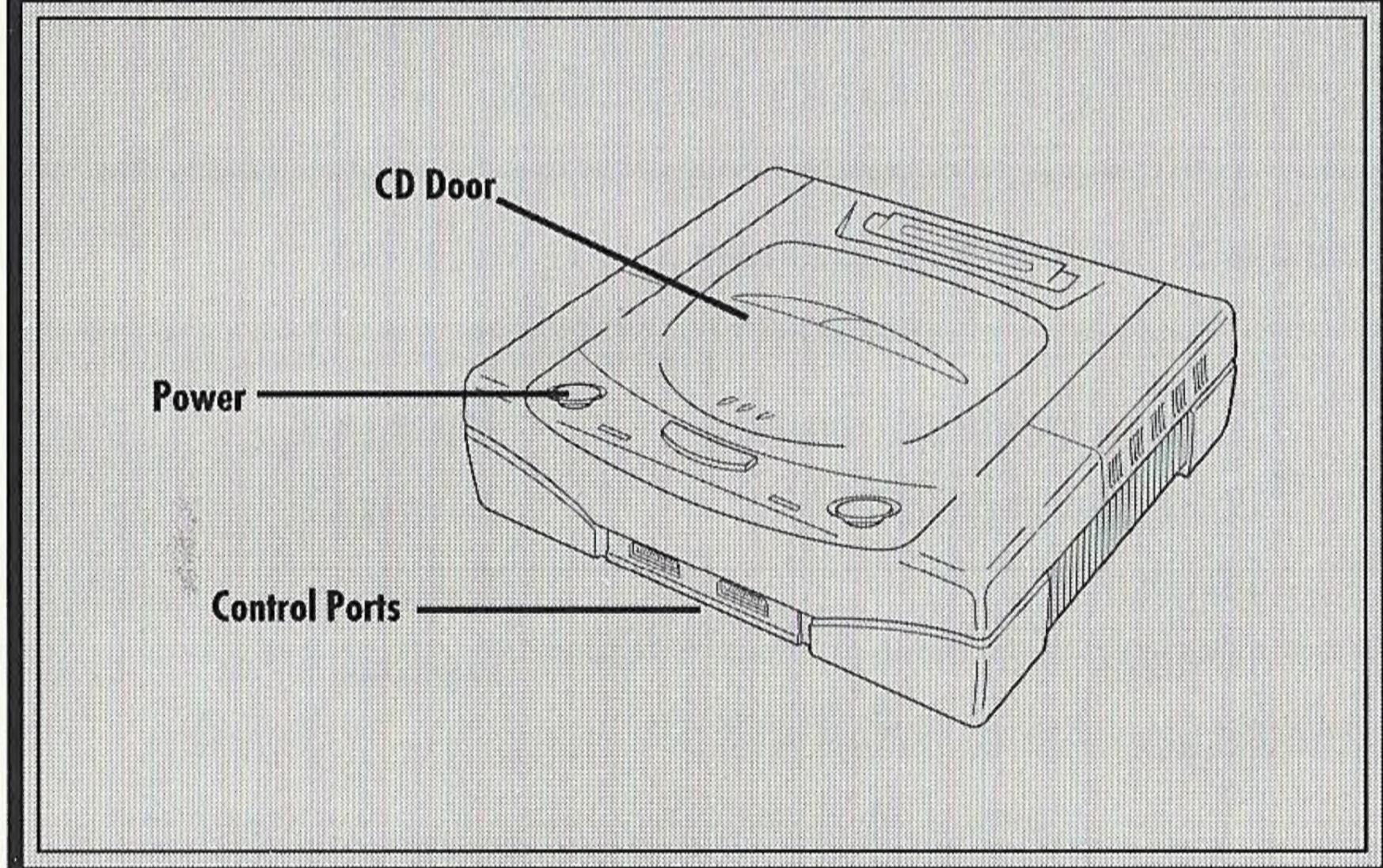
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Your Sega Saturn



1. Set up your Sega Saturn™ system by following the instructions in the Sega Saturn instruction manual. Plug in Control Pad 1 (Sega Saturn Control Pad™ or Sega Saturn 3D Control Pad™). For 2-player games, plug in Control Pad 2 also.
Note: *Fighters Megamix*™ is for one or more players.
2. Place the *Fighters Megamix* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the onscreen Control Panel, simultaneously press Buttons A, B, C and Start on the Control Pad. When the Title screen appears, press again to access the Control Panel.
5. To reach the System Settings control panel, hold down the right or left shift button (Button L or R) while pressing the Reset button on the Sega Saturn console.

Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Quick Start

Can't wait to jump into the action? Here are some quick tips to get you where you want to go. Press Start from the *Fighters Megamix* Title screen to enter Mode Select. In Mode Select, select one of the following modes:

1P Mode	Fight against the CPU in one of several battle courses (see pp. 5-6)
Survival Mode	See how many opponents you can flatten before time runs out (see pp. 7-8)
VS Mode	Play against a friend or the CPU (see pp. 9-10)
Team Battle Mode	Pick teams and fight in elimination team play versus the CPU or a friend (see pp. 11-12)
Training Mode	Work on your moves against a practice dummy (see pp. 13-14)
Records	View the best records for 1P and Survival Mode (see p. 14)
Options	Change the configurations for several aspects of play, or sample sounds heard in the game (see pp. 15-16)

The default key commands for the Control Pad in the fighting modes are:

D-Pad	Control direction and movement	Button X	P+D
Start	Pause/restart game	Button Y	K+D
Button A	[D]efense	Button Z	P+K+D
Button B	[P]unch	Button L/R	Escape
Button C	[K]ick		

A Note on the Megamix System

Fighters Megamix is a hybrid game incorporating some of the most popular features of both the *Virtua Fighter 2* and *Fighting Vipers* fighting styles, with some new tricks from *Virtua Fighter 3* thrown into the mix. Some of the things to watch out for:

Body Armor The Fighting Vipers are wrapped up nice and tight in protective armor. The armor can be destroyed, but only with certain attacks. When they lose their armor, the Vipers are more vulnerable and exposed. (And more likely to catch a cold.)

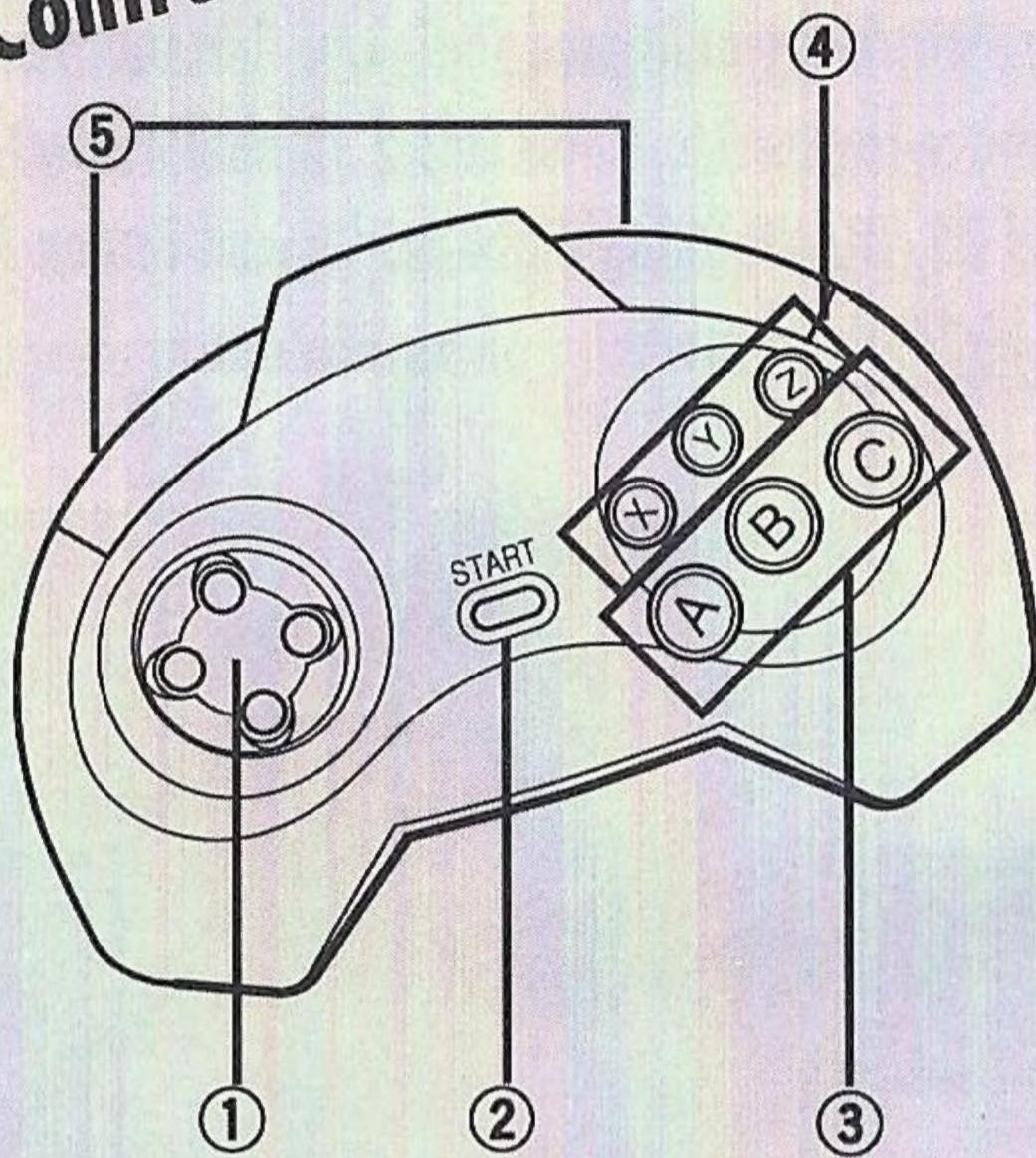
Walls/No Walls There are two kinds of stages in *Fighters Megamix* – those with walls and those without. The Virtua Fighters may feel more comfortable with the borderless freedom of No Wall stages (especially now that there's no Ring Out). Vipers, on the other hand, are accustomed to the nowhere-to-run environments of a cozy razor-wire cage or in a candy glass elevator on the 70th floor.

Escape Straight from the ROM of *Virtua Fighter 3™*, the hottest arcade fighting game around, the Escape command adds a new dimension (the third) to every fighter's range of motion. Step aside from a charging foe and let the physics of momentum work its magic.

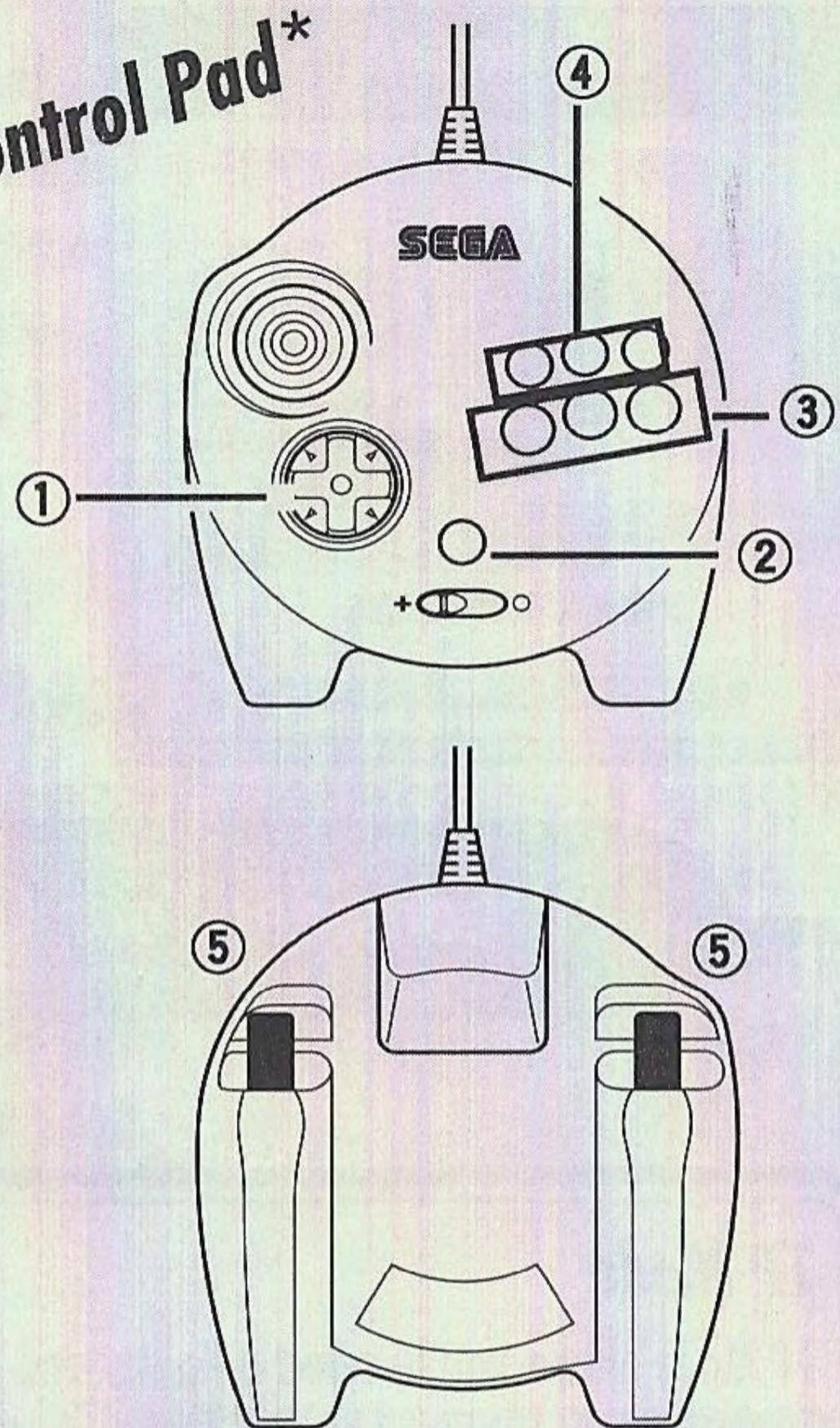
Each fighting mode has a slightly different set of rules and conditions, but the objective is essentially the same: knock your opponent's Life Gauge down to zero before losing your own Life or running out of time. See the sections relating to each individual fighting mode for details.

Take Control

Control Pad



3D Control Pad*



***Note:** The 3D Control Pad can be used in the + Mode. It functions the same as the Control Pad.

①

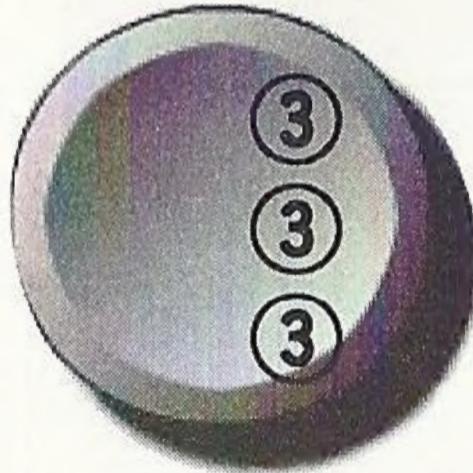
D-Pad

Control fighter direction and movement

②

Start

Pause/restart game



Button A

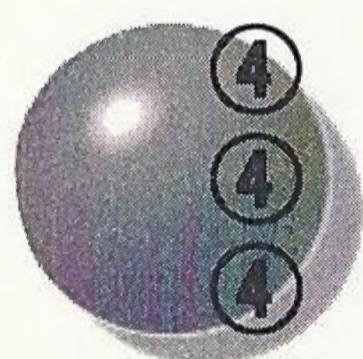
[D]efense

Button B

[P]unch

Button C

[K]ick



Button X

P+D

Button Y

K+D

Button Z

P+K+D



⑤

Button L/R

Escape

See The Commands section on pages 16-17 for a description of the fighting moves.

Note: The Controls can be re-configured in Key Config (see p. 16).

Press Buttons A, B, C and Start simultaneously from any point in the game to return to the Title screen.

Starting the Game

Title Screen



The *Fighters Megamix* Title screen appears following the Sega and AM2 logos. Watch the animated sequence that follows, or press Start to move forward to Mode Select. In Mode Select, press the D-Pad UP/DOWN to highlight modes and Button A or C to select the highlighted mode.



Consider Your Choices...

1P Mode

1P Mode allows you to select a fighter and fight your way through preset courses of opponents. See pages 5-6 for details.

Survival Mode

In Survival Mode, the object is to defeat as many opponents as possible within the time allotted. See pages 7-8 for details.

VS Mode

You can play individual matches against the CPU, or another human-controlled fighter in VS Mode. See pages 9-10 for details.

Team Battle Mode

Team Battle Mode lets you create a team of fighters to pit against a CPU-controlled team, or one controlled by another player. See pages 11-12 for details.

Training Mode

Hone your skills by practicing all of the moves for any fighter against a CPU-controlled dummy. See pages 13-14 for details.

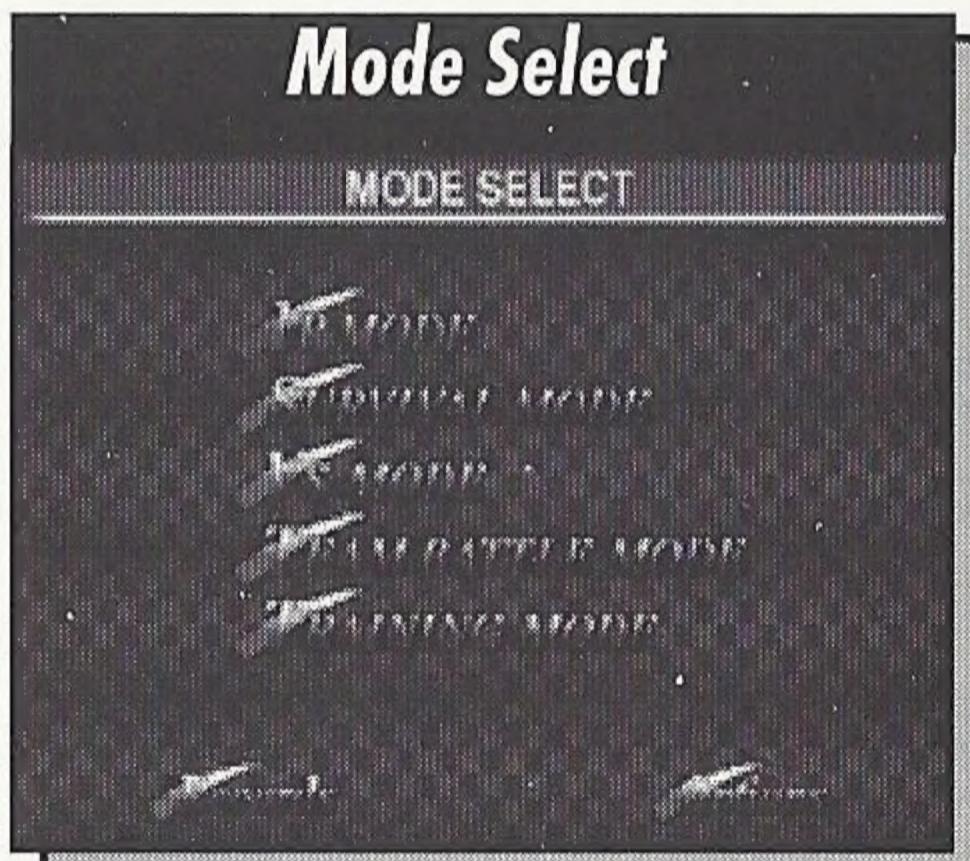
Records

Check out the records for 1P Mode course clear times and Survival Mode wins. See page 14 for details.

Options

In Options, you can adjust several gameplay settings, reconfigure the Control Pad and sample the sounds heard throughout *Fighters Megamix*. See pages 15-16 for details.

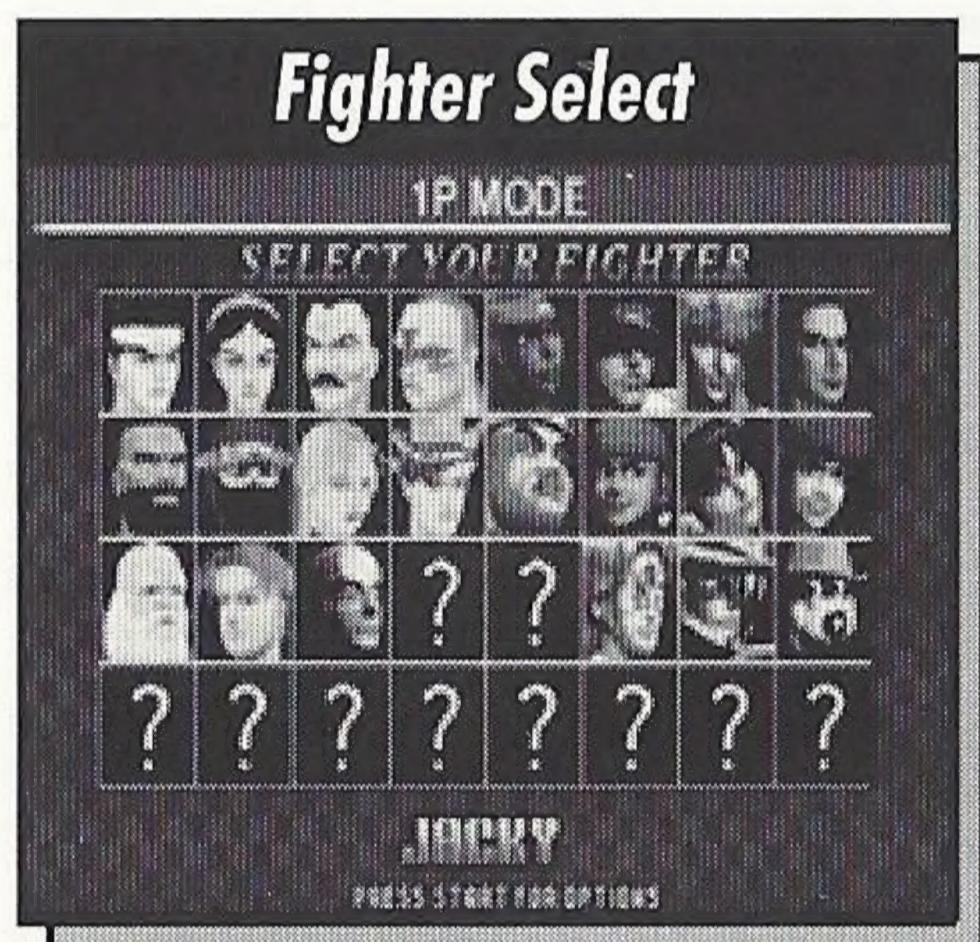
Mode Select



Fighting Modes

1P Mode

1P Mode is for one player only. A second player cannot join in during 1P Mode play. When you select 1P Mode in the Mode Select screen, the Fighter Select screen appears. When you first start playing *Fighters Megamix*, some fighters are hidden and can't be selected. These secret characters appear as you make progress in the game and fulfill certain conditions.

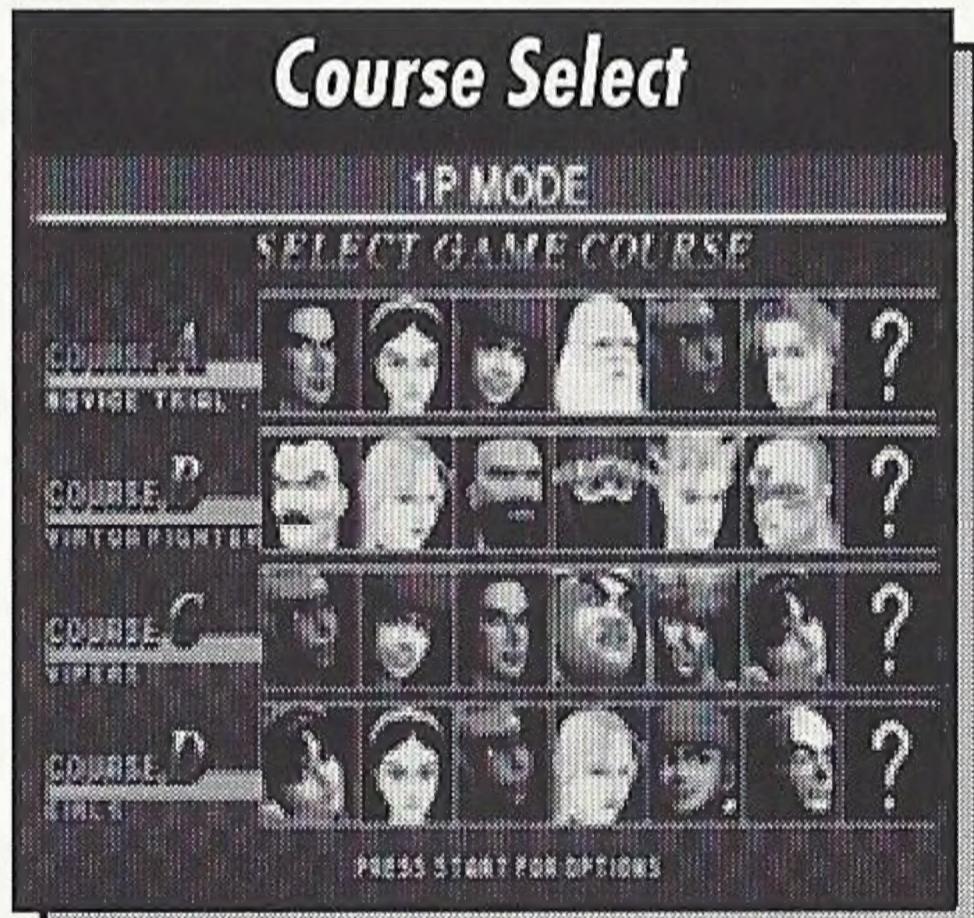


1P Mode Fighter Select

Press the D-Pad in any direction to highlight the fighter you wish to use, and Button A, C, X or Z to select the fighter. Press Start to access the 1P Mode Options screen. (See Options on page 15 for info on the 1P Mode Options.) Press Button Y to return to Mode Select.

Course Select

After you select a fighter, the Select Game Course screen appears. Each course features seven opponents. At the beginning of the game, there are four courses to choose from. More appear as you successfully clear the original courses. Highlight courses by pressing the D-Pad UP or DOWN. Press Button A or C to select the course. Press Start to access the 1P Mode Options screen (see page 15). Press Button B to return to the Player Select screen. Press Button Y to return to Mode Select.



How to Win

In each 1P Mode course, you face a series of fighters that you must defeat in order to clear the course. Each match is a best of three contest (see page 15 for how to change the Match Point). You win rounds either by reducing your opponent's Life Gauge to zero, or by having more Life than your opponent remaining when time expires. Each fight takes place in the Stage Setting corresponding to your opponent.



The 1P Mode Ring

Armor Gauge*	The condition of armor (for fighters wearing it). Green indicates the armor is intact. Red indicates the armor has been destroyed. Oww! – <i>That had to hurt.</i>
Life Gauge	The amount of Life remaining to the fighter. When it comes to Life Gauges, bigger is definitely better.
Wins	The number of rounds won by the fighter in the current match.
Number of Rounds	The number of rounds needed to win the match.
Time Remaining	The number of seconds till the fat lady sings.
Total Time	The total amount of time your fighter has managed to slug it out so far.
Stage Number	Self-explanatory.

***A note about the Armor Gauge:** This gauge only appears for fighters wearing armor. When a fighter who was wearing armor loses it that fighter becomes more vulnerable to damage. Fighters who don't wear armor have a single, unchanging defensive rating.

Pause

Press Start to pause a fight in progress. The Pause Options menu appears. Press the D-Pad UP/DOWN to scroll through the options, and Button A, C or Start to select.



Game Over

When your fighter loses a match (as happens to the best of 'em), the scary *You Lost* message appears. But wait, you still have the option of continuing! Press Start to resume play from the beginning of the match you just got whupped in. Or, if the competition was just too tough, let the countdown timer expire to see the *Game Over* message, with all that it implies.



Name Entry

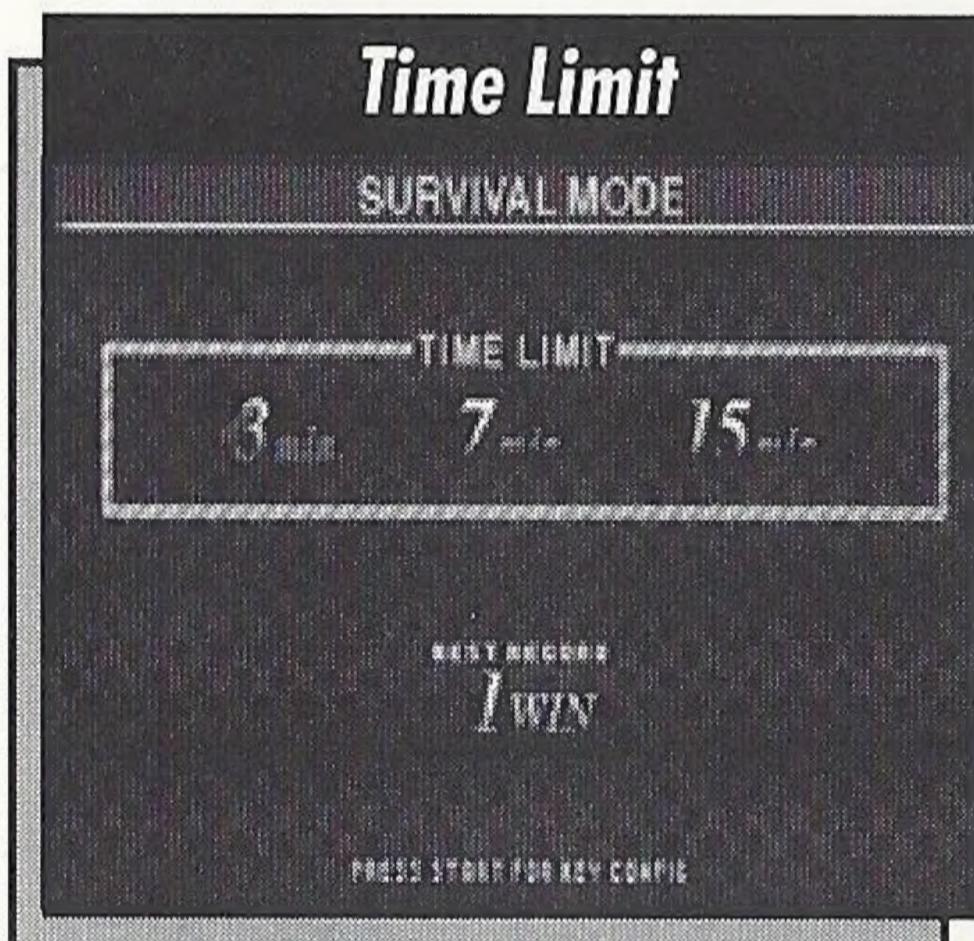
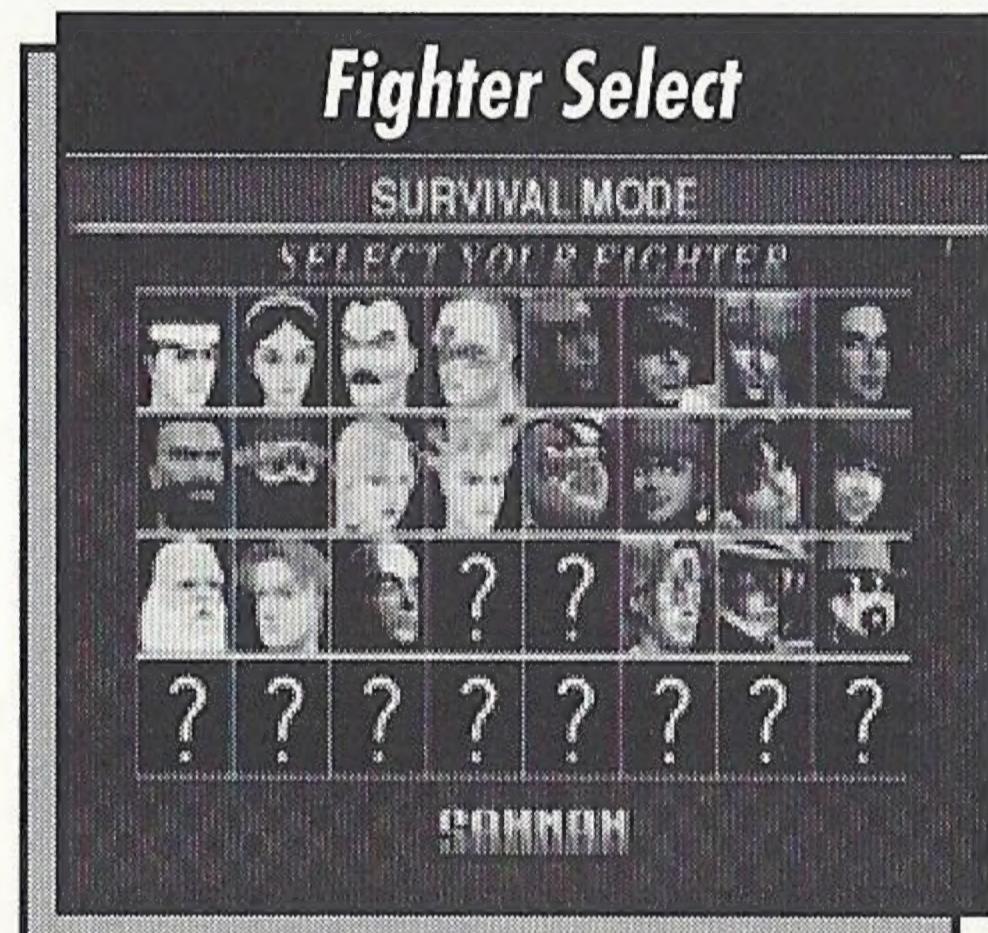
You must be pretty good if you got this far. You probably don't even need to be told that you can enter your initials by pressing the D-Pad LEFT/RIGHT to scroll through the characters and Button A or C to select. Pressing Button B deletes a character, just like selecting the back arrow.

Survival Mode

Survival Mode is a one-player only mode where you fight against the clock. A second player cannot join a Survival Mode game. The object is to defeat as many CPU-controlled opponents as possible in the time allotted. Your fighter does not recover Life between matches, so a good defense becomes critical, especially when you try a long time limit game.

Survival Mode Fighter Select

When you select Survival Mode from the Mode Select screen, the Fighter Select screen appears. Select your fighter as in the 1P Mode Fighter Select screen (see page 5). Press Start to access the Key Config screen (see page 16) for info on Key Config).

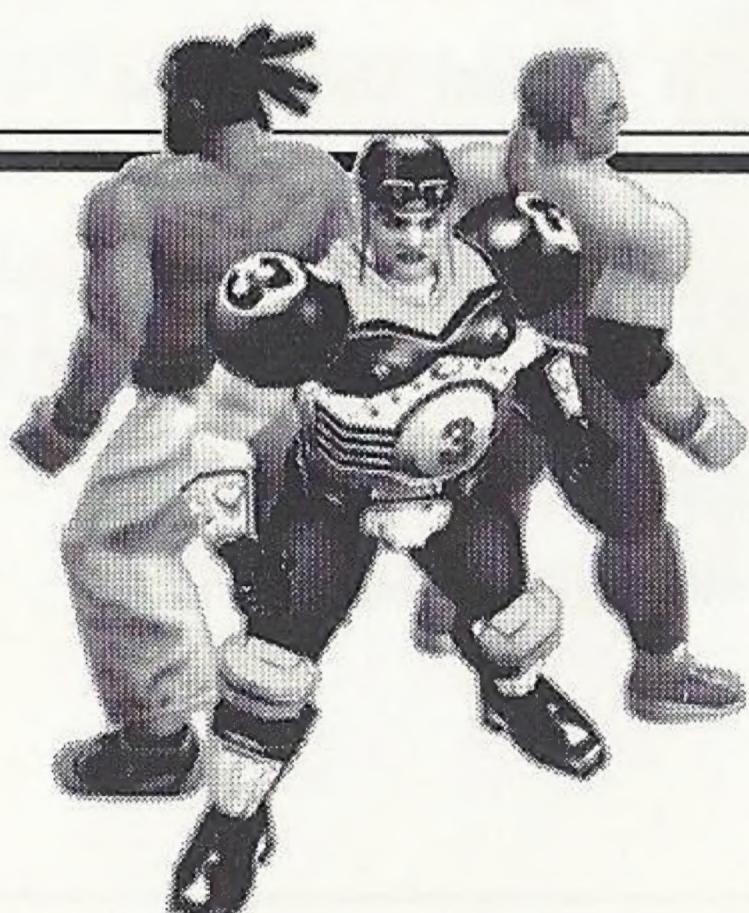


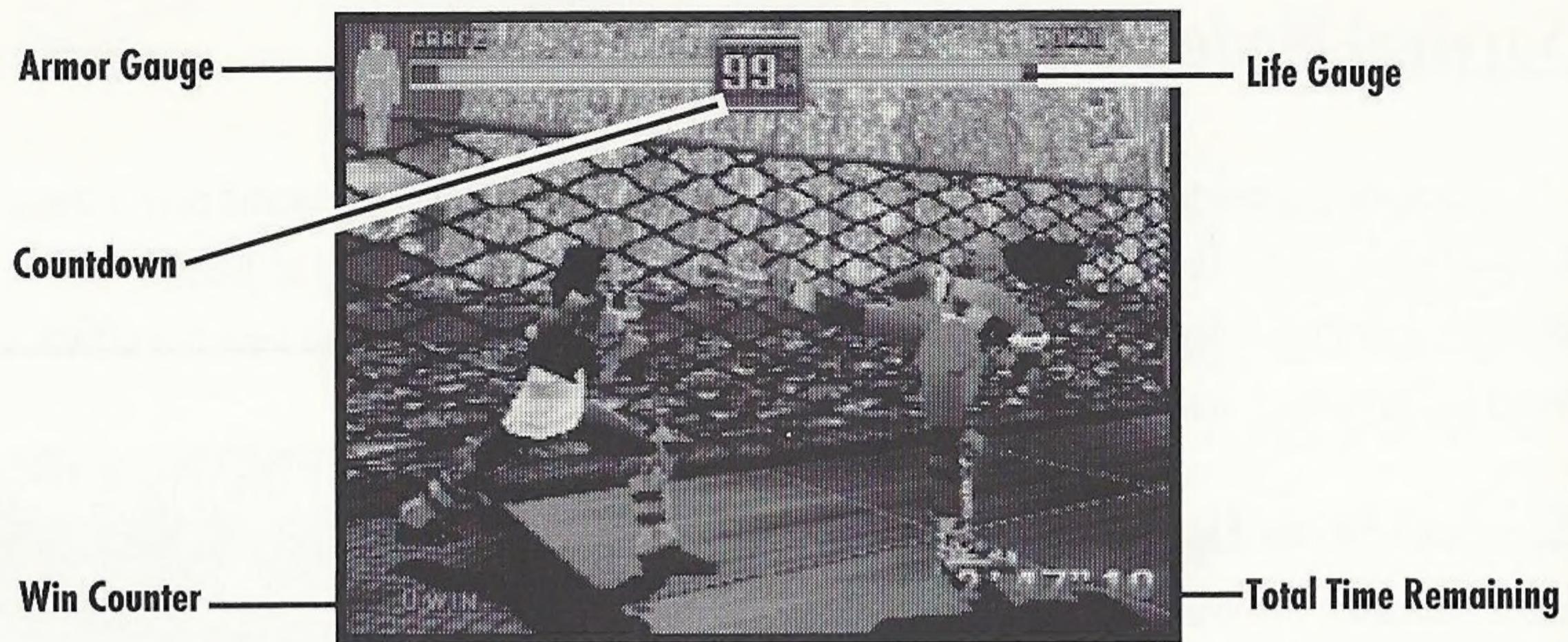
Time Limit

When you have selected a fighter, the Survival Mode Time Limit screen appears. Choose from 3, 7 or 15 minutes for the total play time. Press the D-Pad LEFT/RIGHT to highlight a time limit, and Button A or C to select. Press Button B to go back to Fighter Select, or Button Y to return to Mode Select. Press Start to access the Key Config screen (see page 16).

The Rules

Survival Mode pits you against two foes: the other fighters, and the clock. The object is to KO as many opponents as possible in the time limit given. Your fighter starts the first round with a full Life Gauge, but doesn't recover any Life at the start of subsequent rounds. Your opponents come at you in a fixed order (it's the same every time), and you face each opponent for one round only. In Survival Mode, the computer does significantly less than normal damage per attack to the player than in other modes. Lucky you.





The Survival Mode Ring

Armor Gauge	Shows the condition of the fighter's armor (for those who have it). See the note on page 6.
Life Gauge	Shows how much Life the fighter has left. Remember, in Survival Mode once you lose Life, you're not gonna get it back.
Countdown	Begins counting down to zero when there are less than 100 seconds to go until Game Over.
Time Remaining	Counts down from the original time limit (3, 7 or 15 minutes).
Win Counter	Shows the number of fights that you've won so far.

And furthermore...



Other Survival Mode screens

Pause

When you Pause a game by pressing Start, the Pause Options menu appears. Press the D-Pad UP/DOWN to highlight options and Button A, C or Start to select.

Game Over

The Survival Mode game ends when A) you lose all your Life and get KO'd or B) the time limit expires. You can't continue a Survival Mode game. That's that.

Name Entry

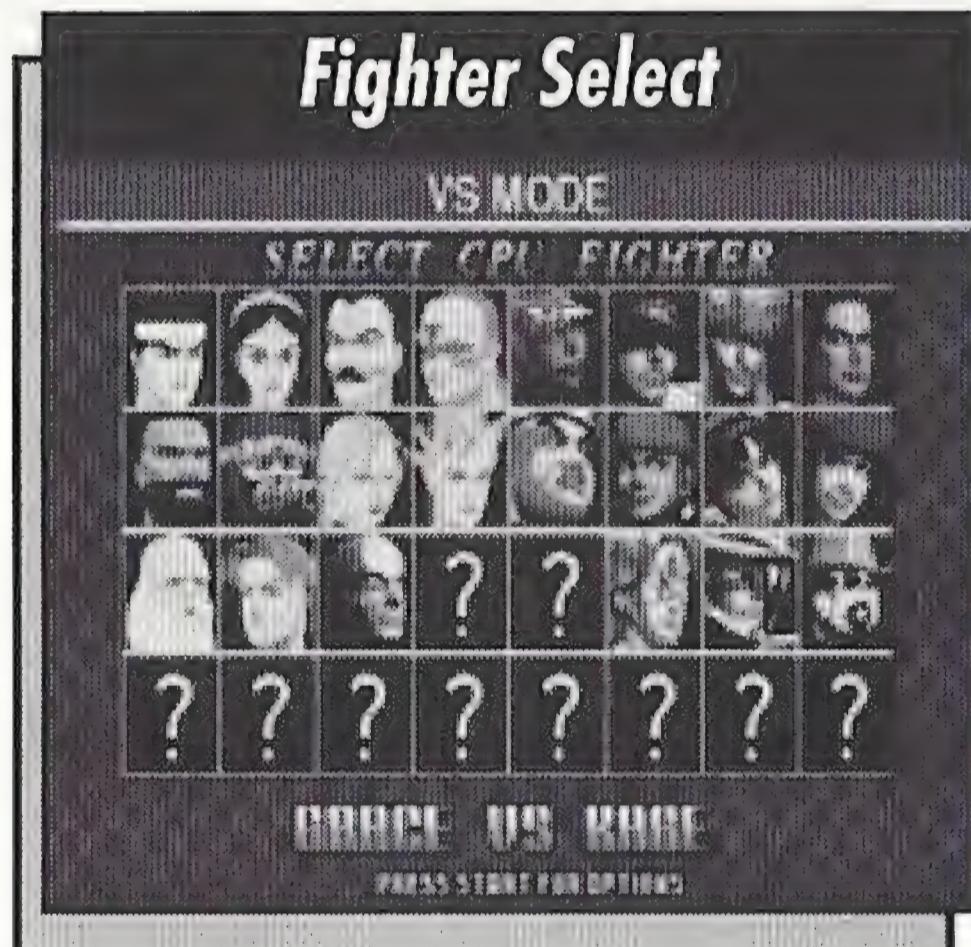
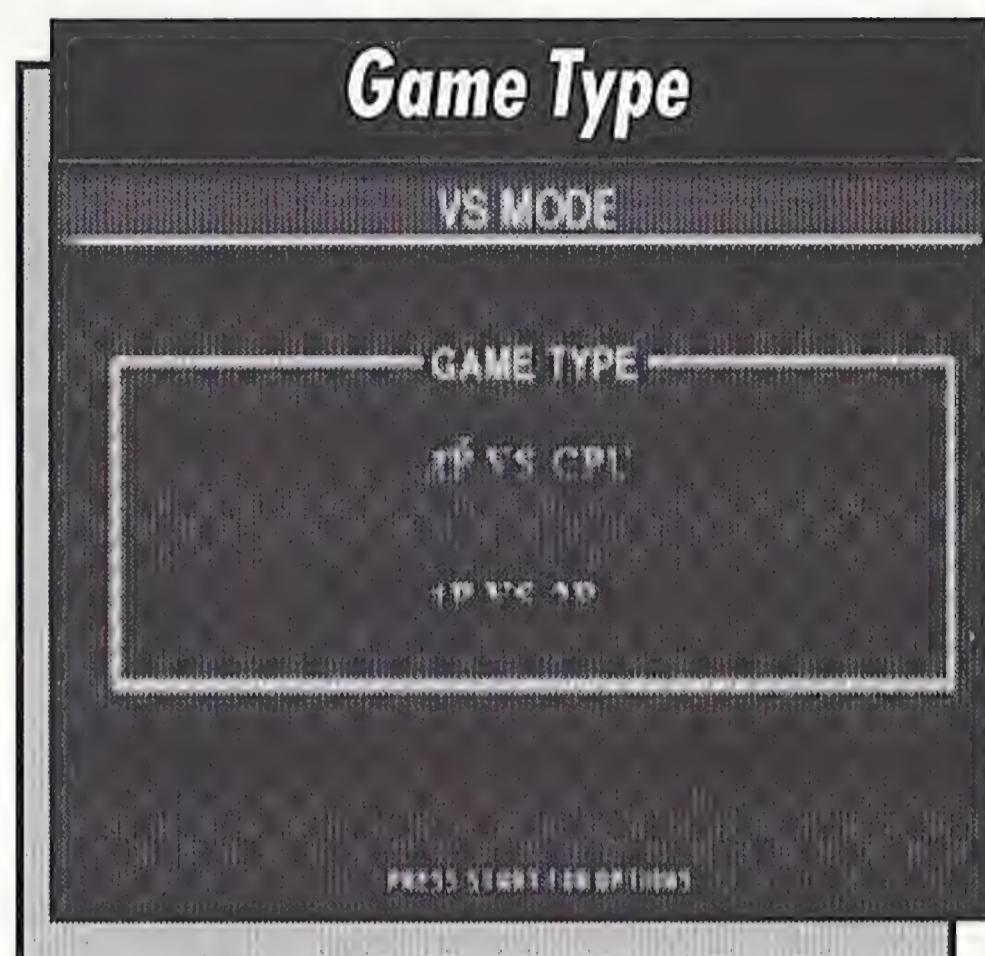
So you beat the old record, huh? Then you've heard it all before: press the D-Pad LEFT/RIGHT to highlight a character, and Button A, C or Start to select it. Press Button B or select the back arrow to delete a character.

VS Mode

VS Mode is a fighting mode for one or two players. When you select VS Mode from the Mode Select screen, the VS Mode Game Type screen appears.

VS Mode Game Type

Select either **1P vs CPU** or **1P vs 2P** (you can only select **1P vs 2P** if a Control Pad is plugged into both Control Ports). Press the D-Pad UP/DOWN to highlight a Game Type, and Button A or C to select. Press Start to access the VS Mode Options screen (see page 15), or Button Y to return to Mode Select.

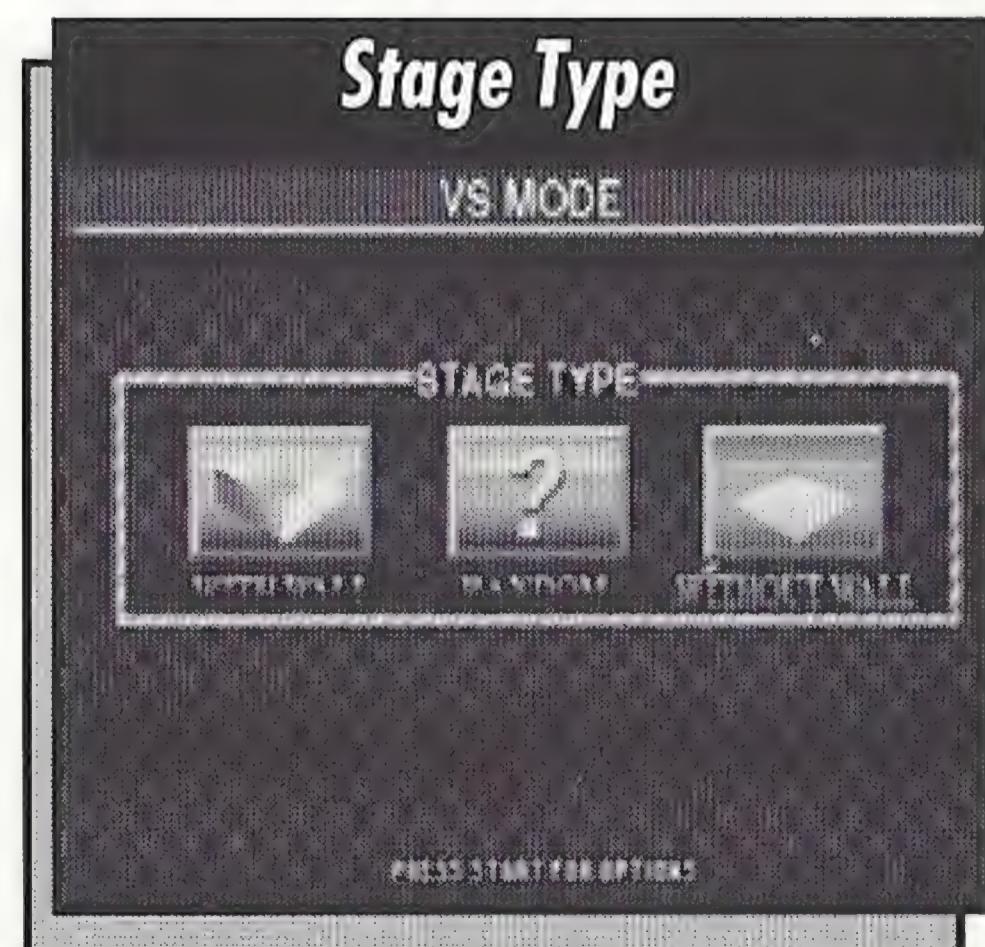


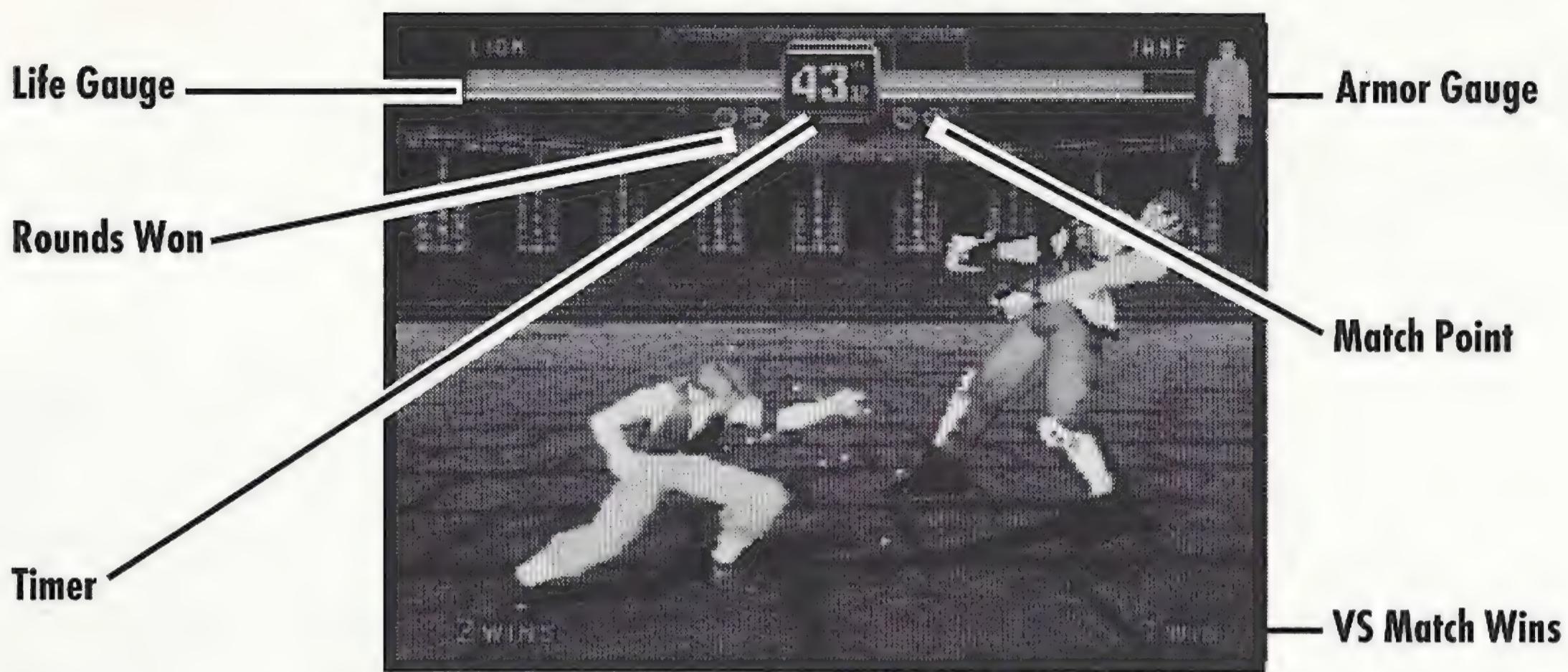
VS Mode Fighter Select

After you select a Game Type, the VS Mode Fighter Select screen appears. Select a fighter just like in 1P Mode (see page 5). In a one-player fight against the CPU, first select the fighter you want to use, then select the fighter you want the CPU to control. If you're playing a two-player game, both players must select a fighter using their own Control Pads. Press Button B to go back to VS Mode Game Type, Button Y to return to Mode Select, or Start to access the VS Mode Options screen.

VS Mode Stage Type

Once you've picked the fighters, the VS Mode Stage Type screen appears. You can decide the settings for your fights. Choose from **With Wall** (for *Fighting Vipers*-style enclosed rings), **Without Wall** (for *Virtua Fighter*-style fights on the open range) or **Random** (to let the CPU assign the arena). Press the D-Pad LEFT/RIGHT to highlight a Stage Type, and Button A or C to select. Press Start to access the VS Mode Options screen, Button B to go back to VS Mode Fighter Select or Button Y to return to Mode Select.





The VS Mode Ring

Armor Gauge	Shows how the armor is holding up (for fighters wearing it). See page 6.
Life Gauge	Shows how much more punishment the fighter can take and remain standing.
Timer	Shows the amount of time left in the round.
Rounds Won	Displays the number of rounds the fighter has won in the current match.
Match Point	Shows how many rounds the fighter needs to win the match.
VS Match Wins	Tallies the number of match wins for each player in VS competition so far.

Wait – That's not all!

Pause

When you Pause a game by pressing Start, the Pause Options menu appears. Press the D-Pad UP/DOWN to highlight an option and Button A, C or Start to select.



Game Over

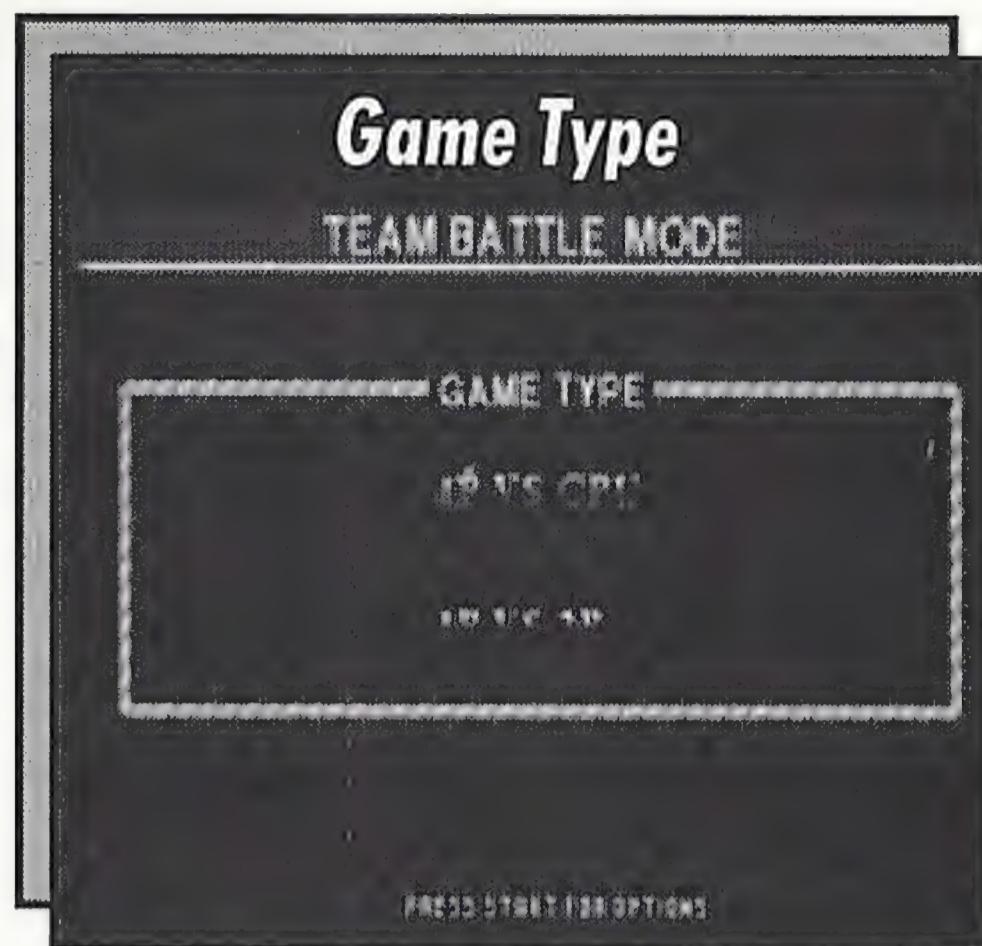
The VS Mode Fighter Select screen appears after every match, whether you win or lose. The VS Mode Fighter Select screen displays a running tally of the number of wins recorded by each player in VS Mode fights. This Win-Loss record is maintained until you exit VS Mode. There is no option to continue after losing a VS Mode match, however you can select the same two fighters to duke it out again any number of times.

Team Battle Mode

Not satisfied controlling only one highly dangerous fighting machine? Why not try Team Battle Mode, where you can make teams of up to eight of your favorite fighters to pit against a team controlled by the CPU or some unlucky human opponent.

Team Battle Mode Game Type

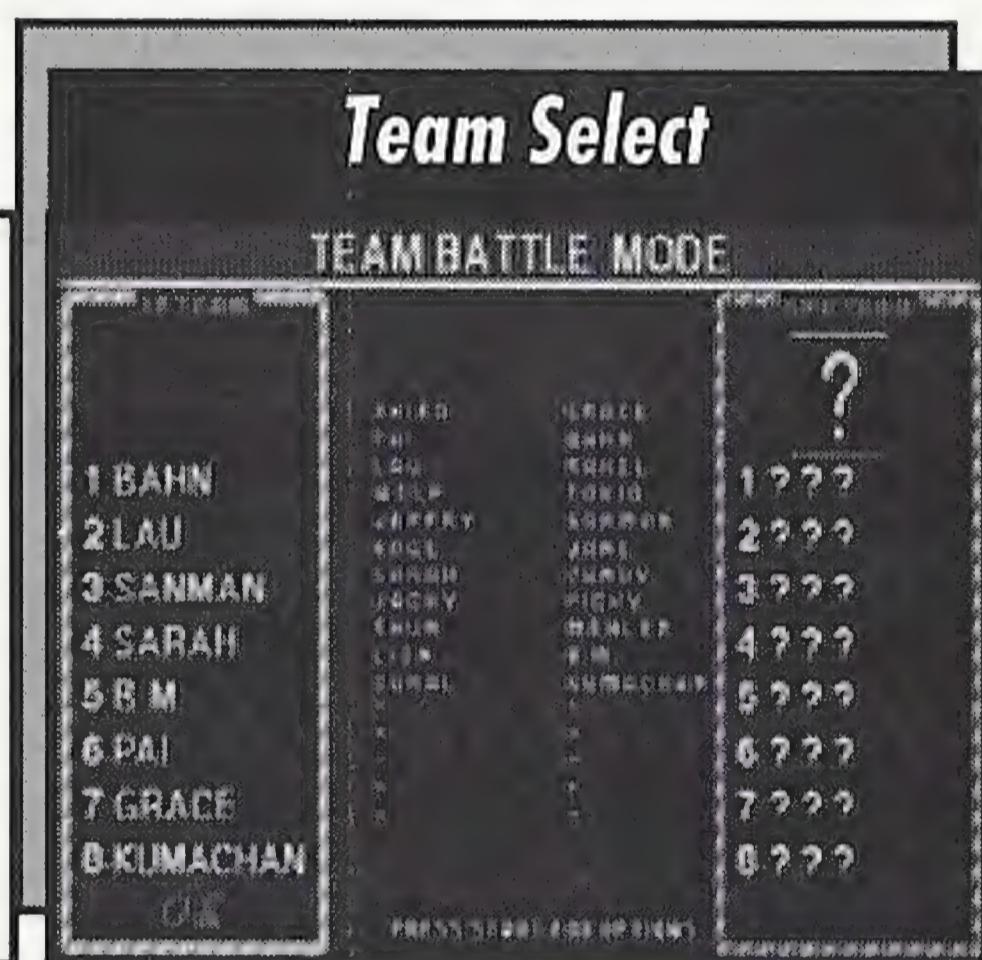
After you select Team Battle Mode from the Mode Select screen, the Team Battle Mode Game Type screen appears. Select **1P vs CPU** or **1P vs 2P**, as in the VS Mode Game Type screen (see page 9). The **1P vs 2P** type can only be selected when there are Control Pads connected to both Control Ports.



Team Battle Mode Team Select

Once you have selected a game type, it's time to choose up sides. You can choose teams of one to eight fighters. Press:

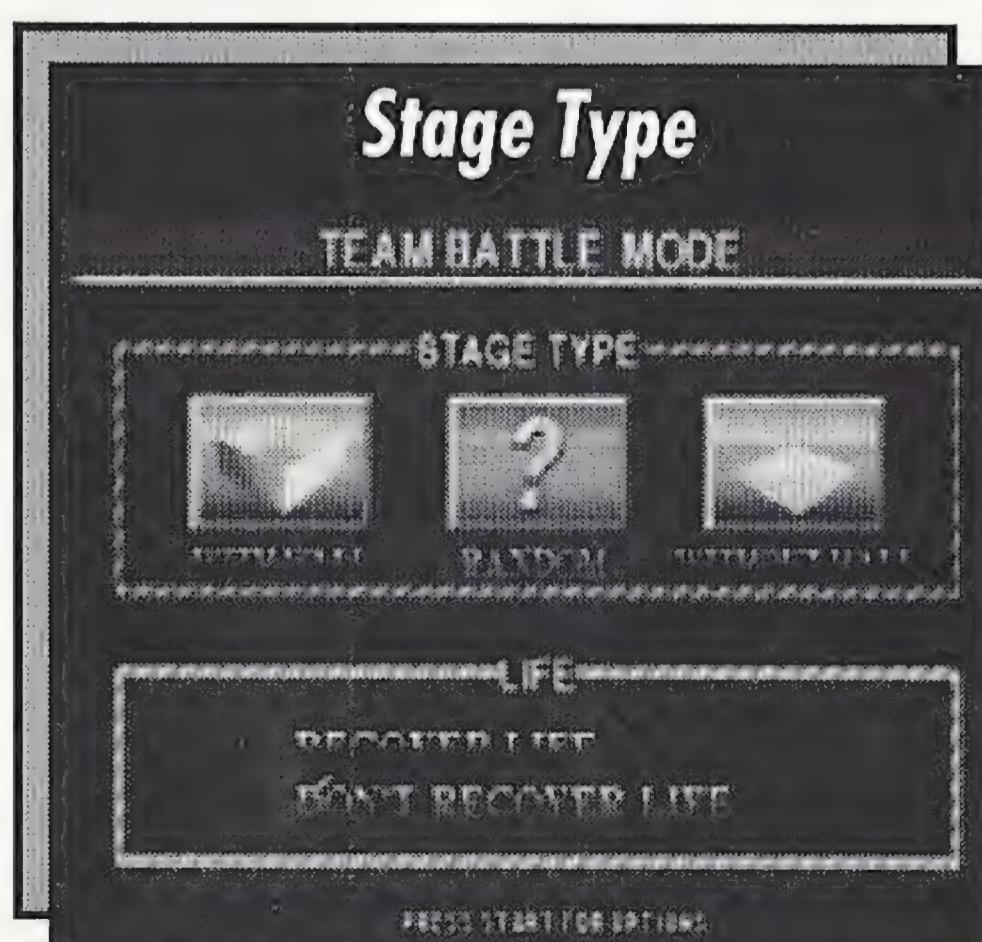
D-Pad	to highlight the names of fighters
Button A, C, X or Z	to select a highlighted fighter
Button B	to cancel the previous selection
Button L or R	to finish making selections
Button Y	to return to Mode Select
Start	to access Team Battle Mode Options (see page 15)

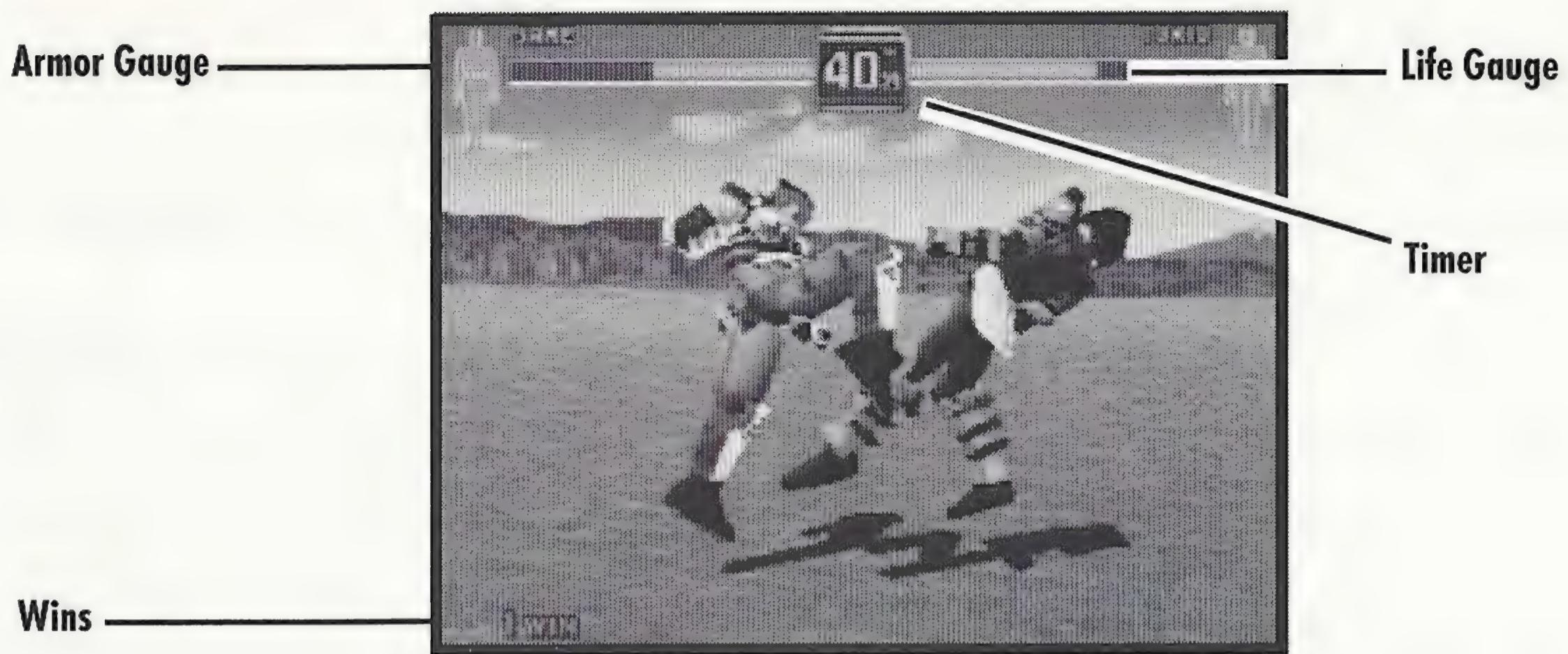


When you finish making selections, or have selected eight fighters, an **OK** prompt appears. Press Button A, C, X or Z to confirm, or Button B to cancel and return to the lineup. In **1P vs CPU** fights, the CPU automatically selects a team with the same number of fighters as you have selected. In **1P vs 2P** fights, the players can select teams with different numbers of fighters. Both players can select the same fighters, and you can pick the same fighter to appear any number of times on a team lineup.

Team Battle Mode Stage Type

When the teams have been set, the Team Battle Mode Stage Type screen appears. First select a Stage Type (**With Wall**, **Without Wall** or **Random**) just like in VS Mode Stage Type (see page 9). Next, choose whether or not to have the fighters' Life Gauges refill after every round. Press the D-Pad UP/DOWN to highlight either **Recover Life** or **Don't Recover Life**. Press Button A or C to make your selection. Press Button B to go back up to Stage Type select. Press Button Y to return to Mode Select, or Start to access the Team Battle Mode Options (see page 15).





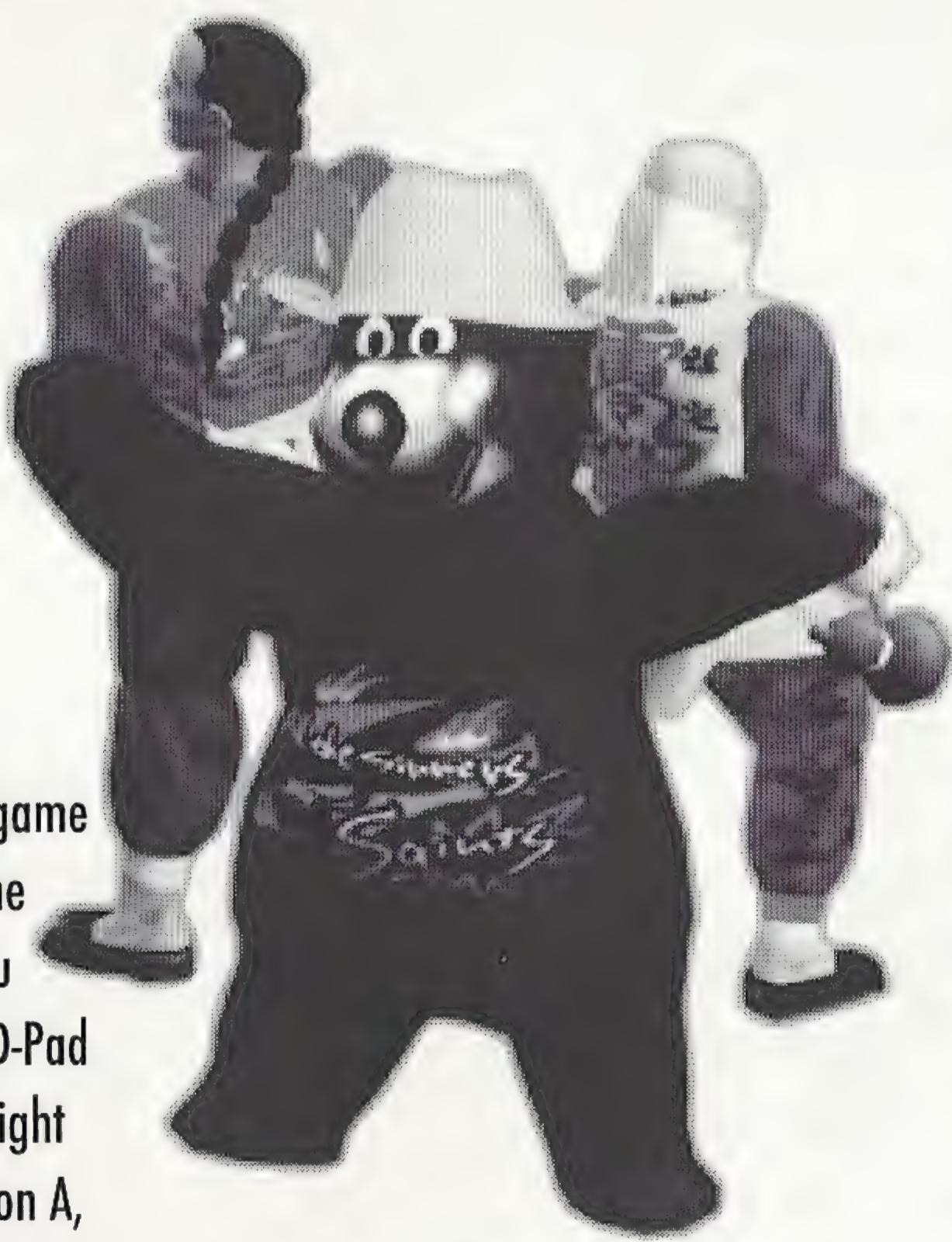
The Team Battle Ring

Armor Gauge	Shows how the armor is holding up (for fighters wearing it). See page 6.
Life Gauge	Shows the amount of Life left for the fighter.
Timer	Shows the amount of time left in the round.
Wins	Displays the number of rounds the fighter has won in the current Team Battle.

And last but not least...

Pause

When you Pause a game by pressing Start, the Pause Options menu appears. Press the D-Pad UP/DOWN to highlight an option, and Button A, C or Start to select.



Game Over

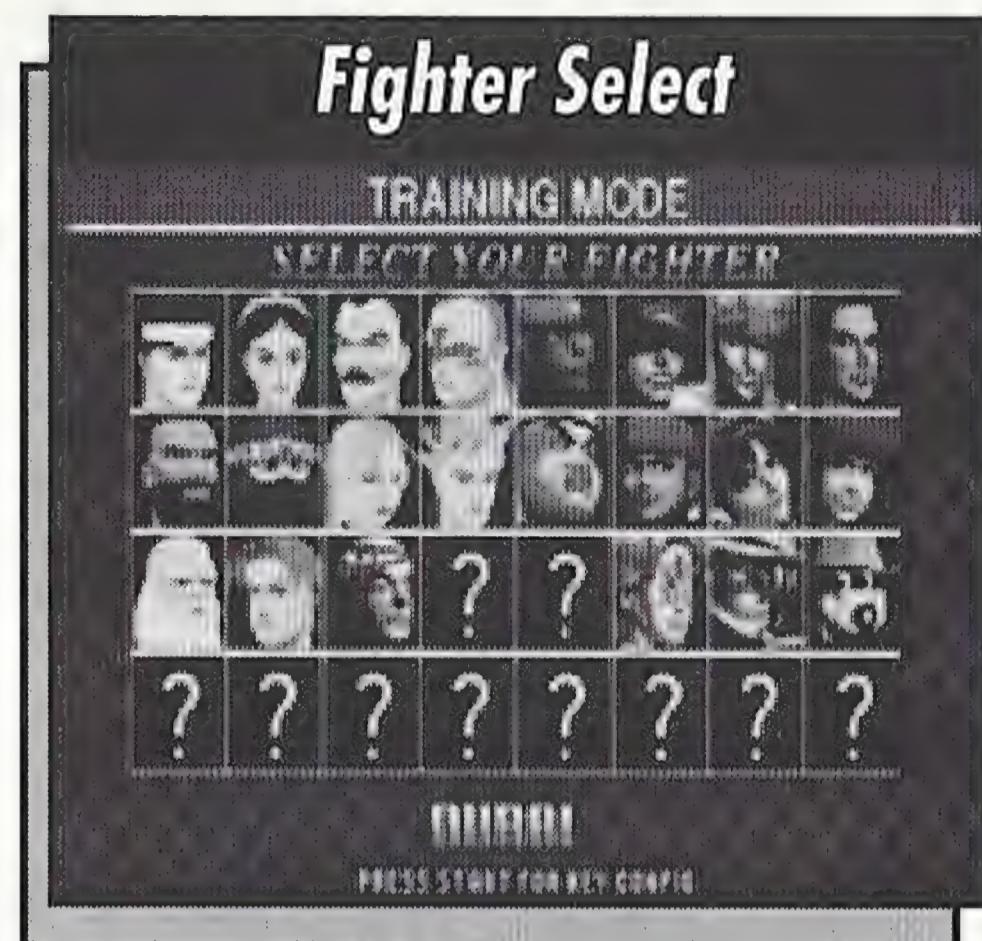
The Team Battle Mode fight ends when all the members on one team have been defeated. After the last match has been decided, the Result screen appears. The Result screen shows the winning team and a fighter-by-fighter breakdown of matches won and lost. The total number of matches won for each team is also displayed at the bottom of the screen. Press Button A, C or Start to return to Team Battle Mode Game Type from the Result screen.

Training Mode

Did you ever want to hit somebody who couldn't hit back? Training Mode gives you that chance (and it's legal!), letting you practice the moves for any of the fighters on a defenseless training dummy. Training Mode also lists the name of every move and its button commands for every fighter, which makes it a quick reference guide for checking out your fighter's arsenal of attacks.

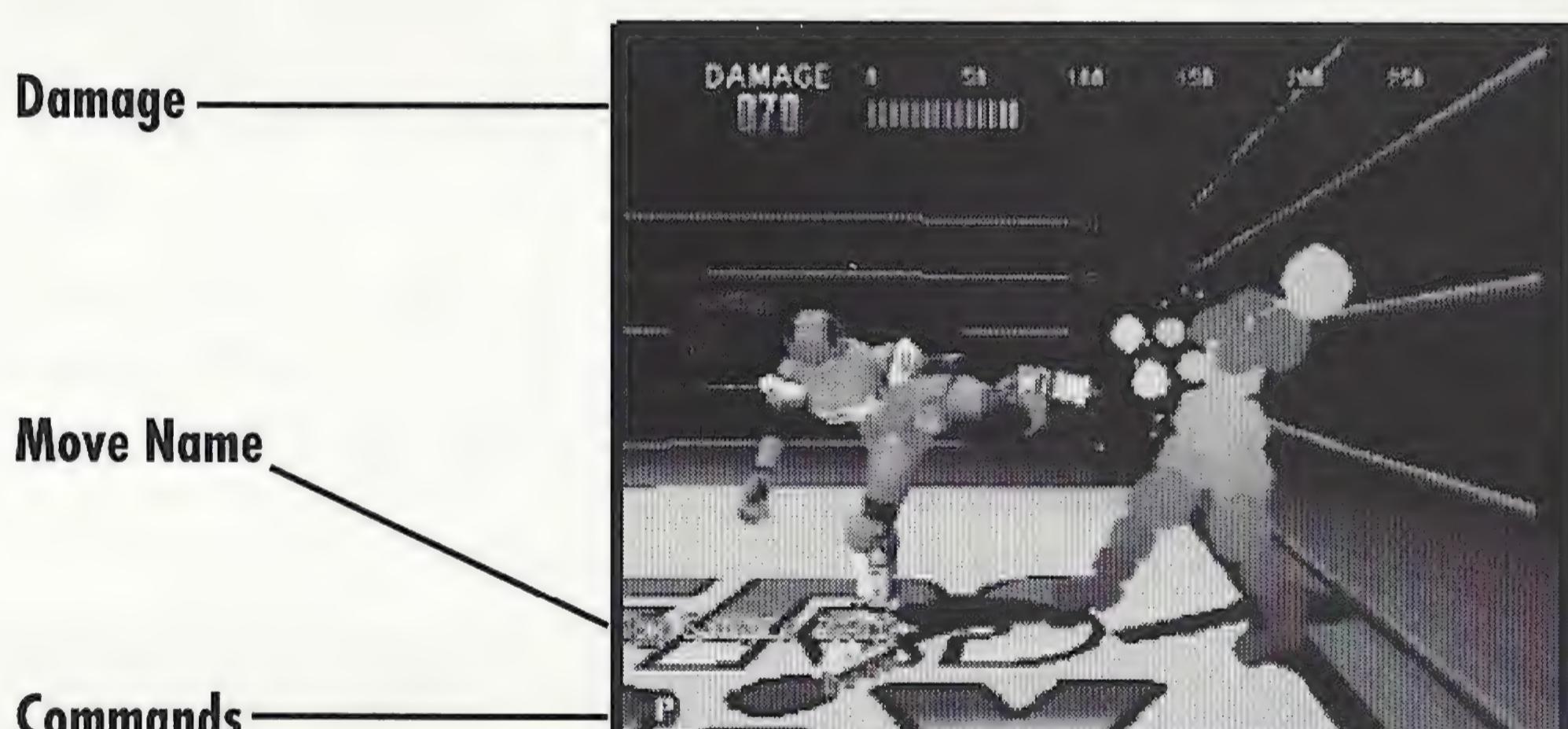
Training Mode Fighter Select

When you select Training Mode in Mode Select, the Training Mode Fighter Select screen appears. Select a fighter as in the 1P Mode Fighter Select screen (see page 5). Press Start to access the Key Config screen, or Button Y to return to Mode Select.



The Training Mode Ring

After you select the fighter you want to use, the Training Mode ring appears. You begin Training Mode facing your training partner, a dummy controlled by the CPU. Press Start to bring up the Command List (see page 14) for your fighter, or take a few moments to pummel the CPU-drone with impunity.



Damage	Shows the amount of damage dealt by the current attack (or attack combination).
Move Name	Displays the move currently being practiced.
Commands	Shows the button commands and necessary conditions for the selected move.



The Command List

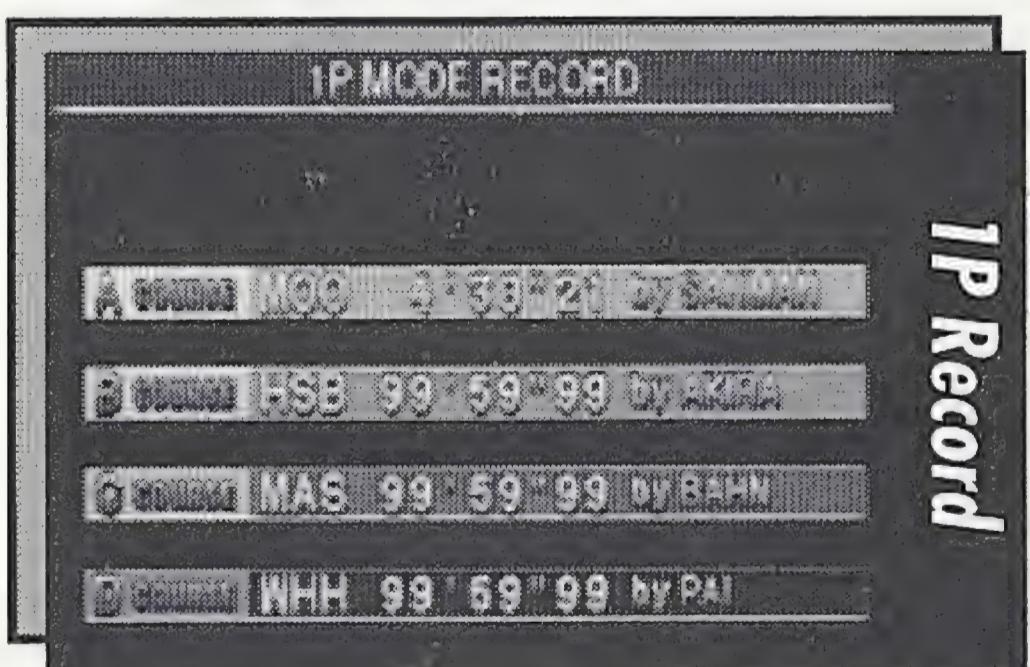
Press Start while in Training Mode to call up the Command List, which shows the moves, button commands and conditions for each of your fighter's moves. Press Start to return to the Training Mode ring when you get to a move you want to practice. You can continue practicing moves indefinitely.

When you want to stop training and get back to the

real McCoy, press Start to bring up the Command List, then press the D-Pad RIGHT to highlight EXIT and Button A or C to select. This returns you to the Training Mode Fighter Select screen.

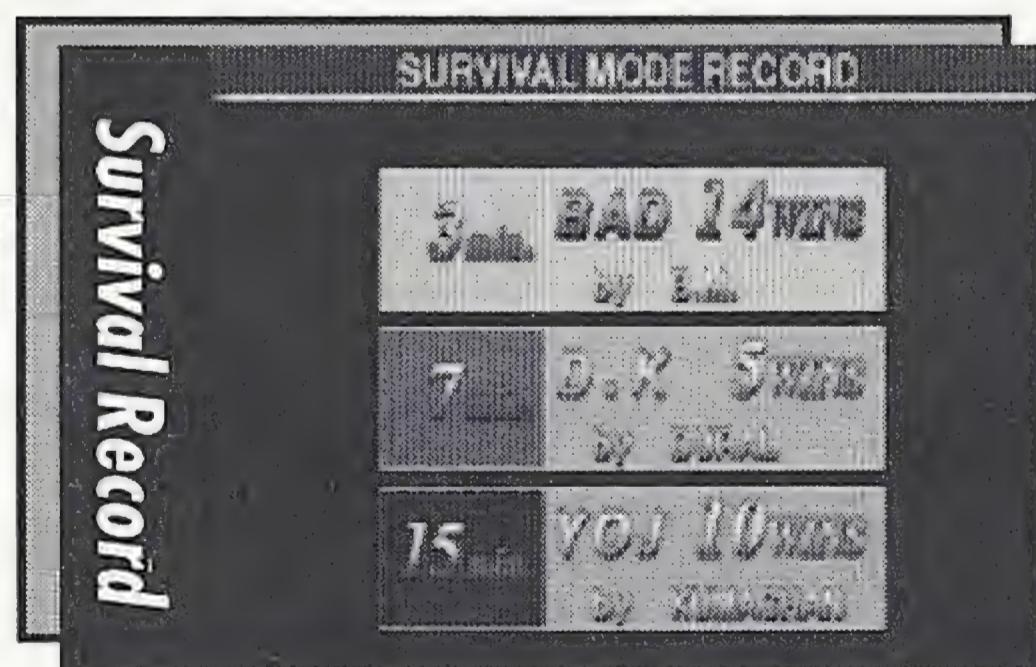


Records lists the best course clear times for every course you've finished in 1P Mode, and the best wins records for Survival Mode. When you enter Records from the Mode Select screen, the Record Select screen appears. Press the D-Pad UP/DOWN to highlight the record type you want to check out, and Button A or C to enter.



1P Mode Records

Shows the top clear time, fighter used and player initials for every 1P Mode course completed. When you finish gloating, press Button B to return to Record Select or Button Y to go back to Mode Select.

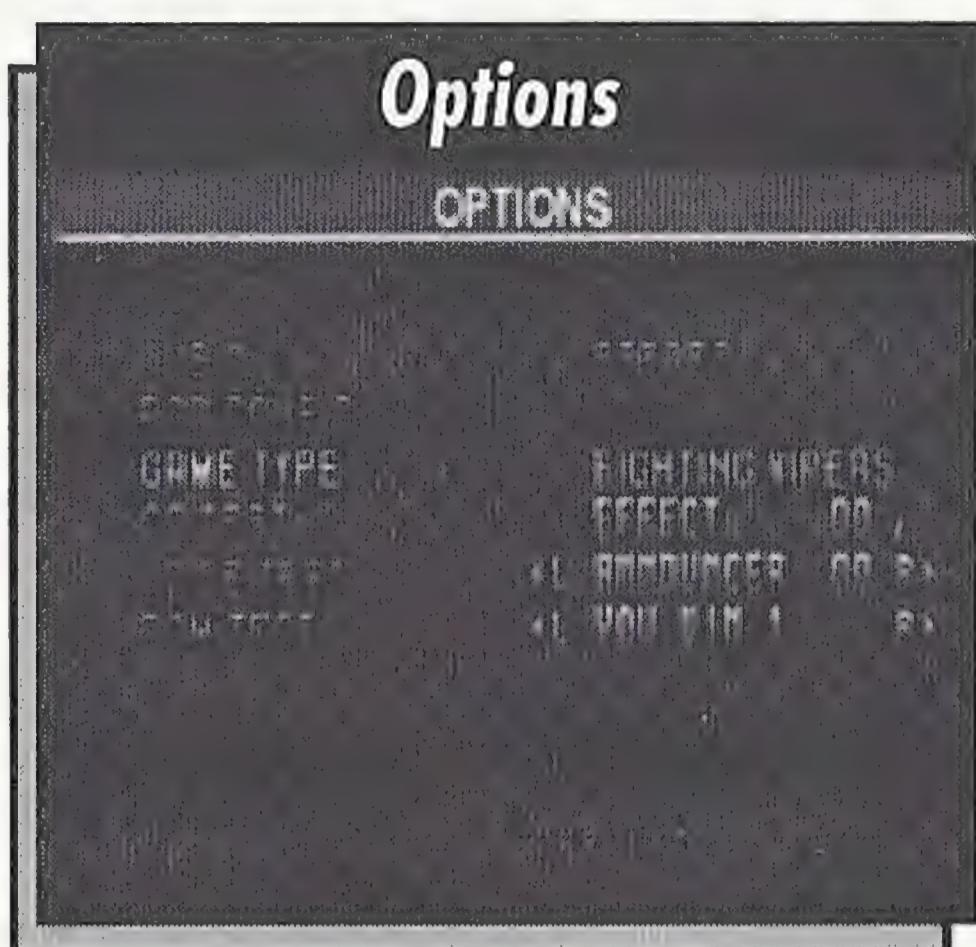


Survival Mode Records

Shows the record number of wins, fighter used and player initials for each Survival Mode time limit. Press Button B to return to Record Select or Button Y to go back to Mode Select when you get tired of patting yourself on the back.

Options

In addition to the main Options screen, there are individual Options screens for the 1P, VS and Team Battle modes. In all Options screens, press the D-Pad UP/DOWN to highlight options, and LEFT/RIGHT to make changes within the highlighted option. Press Button B from any part of the Options menu to highlight EXIT. In the Main Options screen, press Start or Button Y to return to Mode Select. In the 1P, VS and Team Battle Mode Options screens, press Start or Button Y to return to the screen from which you accessed the Options screen.

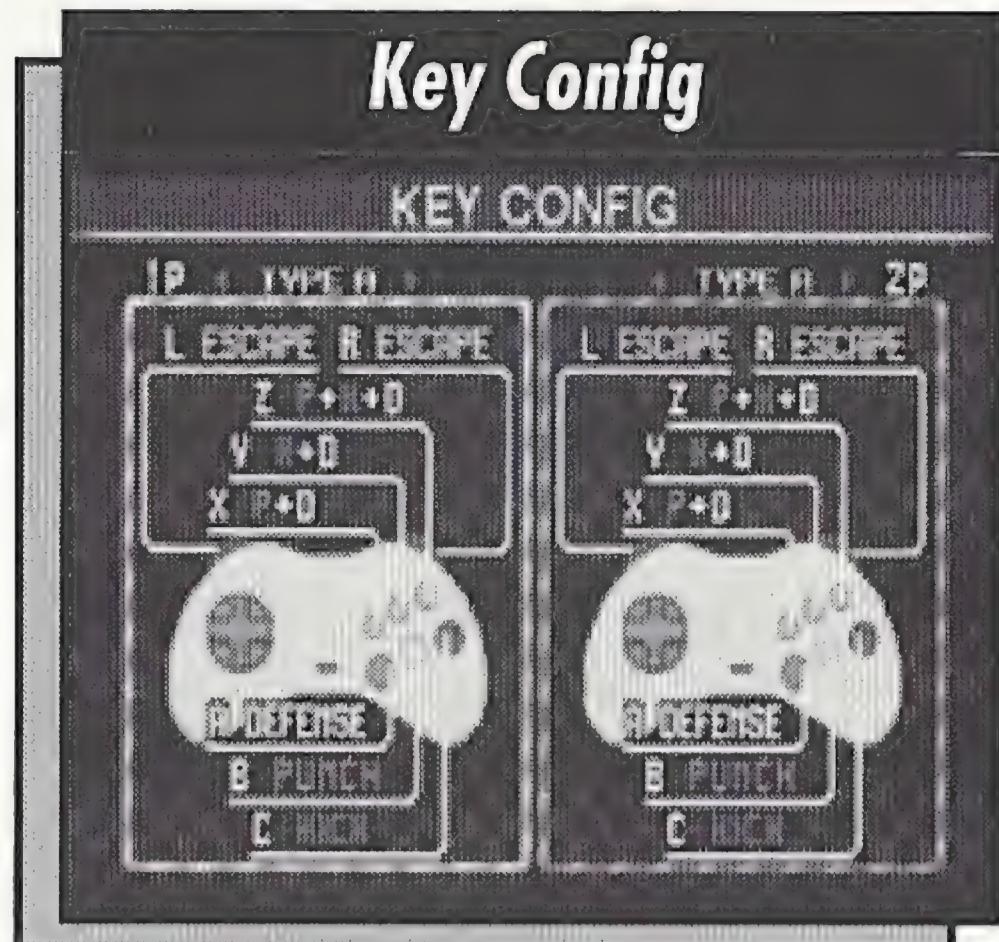


Some options are available in more than one Options screen. They are as follows: **MO**=Main Options, **1P**=1P Mode Options, **VS**=VS Mode Options and **TB**=Team Battle Mode Options

SOUND	Select Stereo or Mono (monaural). (MO)
KEY CONFIG	Press Button A or C to access the Key Config sub-page. For more information on how to reconfigure the Control Pad, see Key Config page 16. (MO, 1P, VS, TB)
GAME TYPE	Select either <i>Virtua Fighter</i> or <i>Fighting Vipers</i> gameplay type. The two game types feature differences in the way the fighters move when knocked into the air (see the Air Recovery note on page 17), and in the way special attacks affect fighter armor. (MO)
SOUND EFFECTS	Press the D-Pad LEFT/RIGHT to cycle through the sound effects, and Button A or C to play. (MO)
VOICE TEST	Press the D-Pad LEFT/RIGHT or L/R to cycle through the voices, and Button A or C to play. Press L or R to select a new character. (MO)
BGM	Press the D-Pad LEFT/RIGHT or L/R to cycle through the background music tracks, and Button A or C to play. (MO)
DIFFICULTY	Choose from Very Easy, Easy, Normal, Hard or Very Hard for the toughness of the CPU-controlled fighter. (1P, VS, TB)
MATCH POINT	Set the number of rounds (1–5 in VS Mode; 2–5 in 1P Mode) required to win a match. (1P, VS)
TIME LIMIT	Set the time limit for each round of fighting to 10, 30, 45 or 60 seconds. Or select NO LIMIT for fights without a time limit. (1P, VS, TB)
STAGE (w/WALL)	Choose one of 16 stages with walls to hold your fights in, or IN ORDER, to play them one after the other. (VS)
STAGE (w/o WALL)	Pick one of 16 stages without walls, or IN ORDER to try them all in sequence. (VS)
LIFE	Set the amount of damage each fighter takes per hit. A shorter Life Bar indicates relatively more damage per hit, a longer bar means the fighter is stronger and takes less damage per hit. (VS, TB)
DEFAULT	Press Button A or C to reset all the options to their default values. (MO, 1P, VS, TB)
EXIT	Press Button A or C to finish configuring options. (MO, 1P, VS, TB)

Key Config

Key Config features four pre-set Control Pad configurations, and four *Edit* settings that you can set yourself. In Key Config, press the D-Pad LEFT/RIGHT to scroll through the configuration names. Press Button B to select the highlighted configuration and return to the screen from which you accessed Key Config. You can set the configurations for Control Pads 1 and 2 independently.

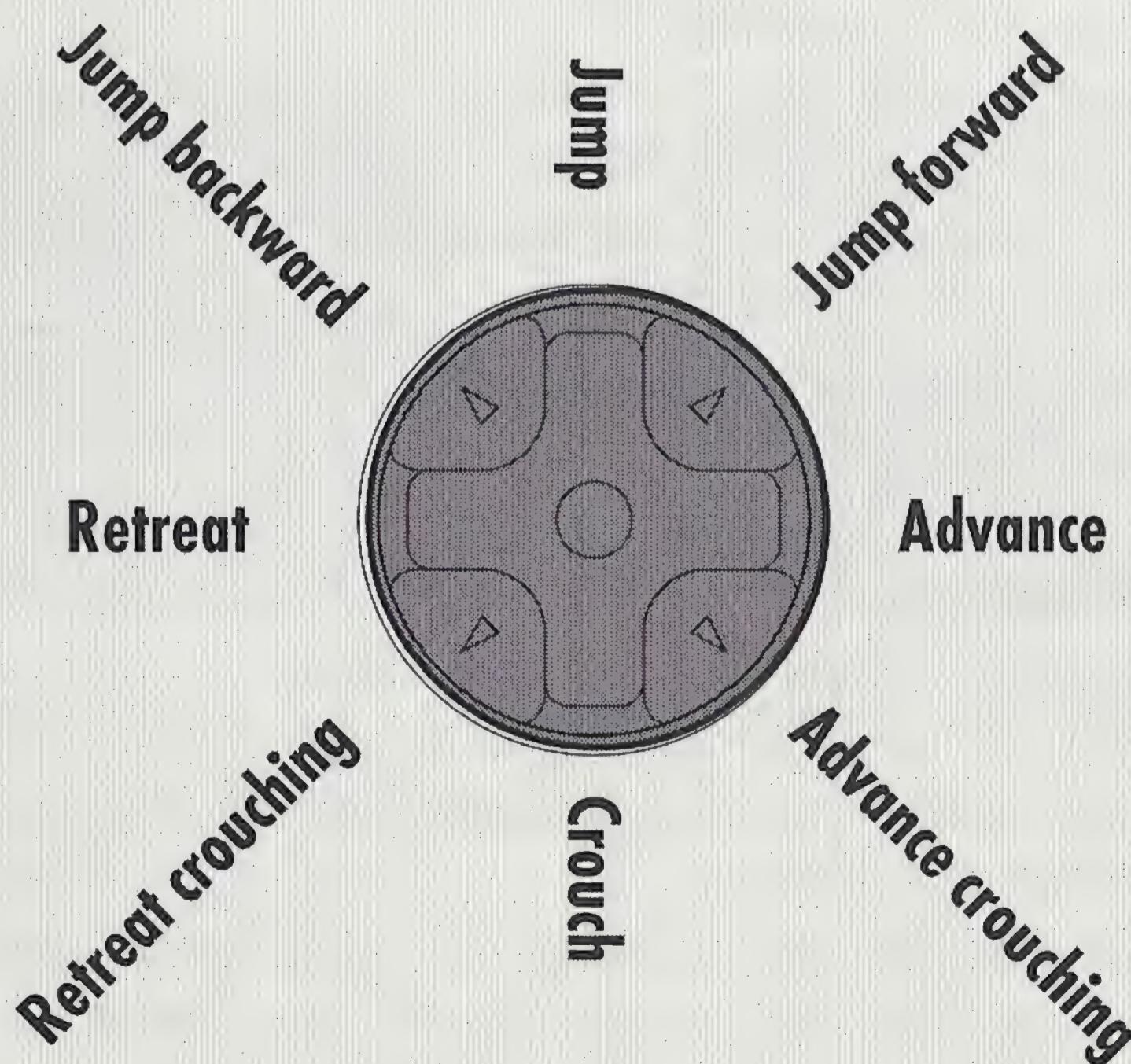


Key Config Edit

There are four *Edit* configurations available. Press Start when the *Edit* Control Pad (number 1, 2, 3 or 4) you want to configure appears onscreen. You can set the commands for all the buttons except the D-Pad and Start. You can also assign the same command to more than one button. Press the button you want to set a command for to highlight the button name, then press the D-Pad LEFT/RIGHT to cycle through the list of commands available for that button. When you finish configuring the *Edit* Control Pad, press Start.

The Commands

The commands described in this section are all default commands for a fighter facing right. For fighters facing left, reverse the commands. The movement commands (jump, advance, retreat and crouch) can be used in conjunction with attacks or defenses to produce special attacks. See the moves lists on pages 18 – 39 for the commands for each fighter's moves.



Button Commands

A	[D]efense
B	[P]unch
C	[K]ick
L/R	Escape
+	Press simultaneously
→	Press the D-Pad in the direction shown (yellow)
→	Press the D-Pad and hold (red)
X	Functions as B+A
Y	Functions as C+A
Z	Functions as A+B+C

Moves

[D]efense

Press Button A to execute a standing guard or ↓+A to guard against low attacks.

[P]unch

Press Button B to throw a high punch, or ↓+B to aim your sights lower.

[K]ick

Press Button C to kick 'em high, ↓+C to kick 'em low.

Escape

Press Button L or R to make a nifty sidestep to the left. Press ↓+L or ↓+R to dodge right.

Dash	Press the D-Pad forward twice (→ →) to dash in that direction.
Throw	Press A+B in close-range situations to execute your fighter's basic throw attack. Some fighters have several throws to choose from (see the individual moves lists), but they can all throw using A+B.
Stomp	Press ↑ B to jump on a fallen foe. Some fighters have more than one attack to use against downed opponents (see the individual fighters' moves lists).
Quick-Up	When you get knocked down by an opponent's attack, you have several options. You can lie there stunned and sprawling, or you can do something to regain your feet and dignity. Press the D-Pad LEFT/RIGHT/UP/DOWN to roll in that direction as you get up. Press Button A, B or C repeatedly to speed your recovery. Press Button L/R to do a handspring recovery.
Air Recovery	When you get sent flying into the air, you can perform the Air Recovery move to get your bearings in mid-air and land on your feet. The Air Recovery can only be performed in the <i>Fighting Vipers</i> Game Type (see Options, page 15). Press A+B+C or Button L or R to perform an Air Recovery.
VF3 Moves	Each fighter from <i>Virtua Fighter 2</i> has an expanded arsenal of moves straight from the arcade hit <i>Virtua Fighter 3</i> . These attacks can only be performed by VF2 fighters, but they work equally well against characters from both VF2 and Fighting Vipers. The VF3 moves are marked with a bullet (•) in the individual fighters' moves lists.

Akira

Chuu sui		P
Hou sui		↓ P
Shoutai		K
Sokutai		↙ K
Youzentai		↓ K
Kenhaisui	opponent behind	P
Hairakuheki	opponent behind	↓ P
Kenhaisui	opponent behind	↓ P
Haitai	opponent behind	K
Hashitsutai	opponent behind	↓ K
Chisentai	opponent behind	↓ K
Soukahou	opponent down	↘ P
Gekihousui	opponent down	↑ P
Rakuhou Shasui		↑ +P
Rakuhosui		↑ P
Choushitai		↑ K
Toukyaku		↑ +K
Rakugeki Sousui		↑ → P
Hidantai		↑ → K
Fuumon Toukai		↑ ← K
Fujintai	in mid-air	↑ K
Kansuitai		PK
Hachimon Kaida		PP
Jouho Chouchuu		→ P
Rimon Chouchuu		→ → P
Yakuho Chouchuu		→ → → P
• Jouho Shoushou		← → P
• Chozan Housui		← → P+K
• Tenzankou		← → P+K+D
Tetsuzankou		← → → P+K
Mouko Kouhazan		↓ → P
• Bahō Shoukou		↓ → P+K
Byakko Soushouda		↓ ← → P

• Souka Hasui		↙ P+K
Youhou		↙ ↘ P
Renkantai		→ → KK
• Ryuuusoushiki		↙ K+D
• Bahō Chouchuu		↙ K+D → P
• Shuuraha Oukou Kazan		↙ K+D → P
Bonken		← → → P+K
Hageki Unshin Soukohou	close range	P+K+D
		← ↘ P+K
		↓ ← or → P
Doppo Choushitsu		K+D; release D
Kaiko		→ P+D
Gekiho Honko		↓ P+D
Toushin Soutai	close range	P+D
• Kyuuho Chouchuu	close range to side	P+D
• Taisetsukou	close behind opp.	P+D
• Shishi Hougetsu	close range	↙ P+D
• Shishi Hougetsu	close range	↙ P+D
	back to wall	
Shinpo Riko	close range	↖ P+D
Daiden Housui	close range	← → P+D
Shin Iha	close range	↖ → P+D
Youshi Senrin	close range	← ↘ P+D
Junho Honko	close range	← ↓ P+D
Gaimon Chouchuu	vs. mid-body P	← P+K
Tanyokuchou	vs. high K	← P+K
Gaimon Chouchuu	elbow counter	↖ P+K
Jouho Shoukou	vs. mid-body K	↖ P+K
• Senpuu Soudou	knee counter	↖ P+K
• Shoutenkou	somersault counter	↖ P+K
Honshin Tanda	vs. low P	↓ P+K
Souhakushu	vs. low K	↓ P+K

Kage

Danken	P
Jizuridan	↓P
Tsukikaeshi Geri	K
Nakageri	↙K
Surigeri	↓K
Uraha	opponent behind P
Urarendan	opponent behind ↓P
Gyakugeri	opponent behind K
Hangetsu Geri	opponent behind ↓K
Hairyuuusou	opponent behind ↑K
Uratsumu Geri	opponent behind ↗K
Senpuu Geri	opponent behind ↙K
Rakujin Kaeri	←←P
Uratsumuji Geri	←←K
Ryuubisen	←←K+D
Hiendan	opp. down; near ↑P
Asuka	opp. down; mid ↑P
Hishougeki	opp. down; far ↑P
Kakato Otoshi	opponent down ↘K
Shutou	↑+P
Tobi Seiken	↑P
Tobi Maegeri	↑+K
Tobi Kakato Otoshi	↑K
Jitsumuji	before landing ↑K
Rakuyou	↑→P
Hishougeri	↑+K
Marutageri	↑K
Tobi Kakato Geri	in mid-air ↑K
Fushin Engetsu Geri	↑→K
Kaiten Enzui Geri	↑←K
Rakuyou Senpuudan	from a distance ↗+K
Resshou	PP
Resshou Kyaku	PPK
Sandan Geki	PPP
Sandan Urageri	PPPK
Sandan Fuujin Kyaku	PPP↖K
• Resshou Rasen	PP←P
• Sandan Rasen Urageri	PP←PK
Hagasane	PK
Hiji Uchi	→P
Gansetsuha	↗P
Sokudan	↖P

Sokudan Gasane	↖PK
• Rasen	←P
• Rasen Urageri	←PK
Fuusenjin	P+K
Rakusenjin	→P+K
Rakusenjin Kaeshi	→P+KP+K
• Youin Senjin	↘P+K
• Senpuujin	↙P+K
• Kagetou	→↓↘P
Zenten	←↖↓↘→
Kouten	→↘↓↖←
Zentenkou	after Zenten/Kouten →↘↓↖←P
Shinsodan	after Zenten/Kouten ←↖↓↘→P
• Kagetou	after a roll →↓↘P
Senpuugeri	↖K
Jibashiri	↖K
Ryuumi Kyaku	→→K
Fushin Hiza Geri	↓→K
• Engetsu Geri	↗K+D
• Ura Suisha	↘K+D
Tsumuji Geri	↓K+D
Genyou	←K+D
Suisha Geri	↖K+D
Hagaryuu	→→K+D
Rairyuu Hishou Kyaku	→→P+K+D
Kaiten Jizuri Kyaku	←↖↓↘→K
Kouten Jizuri Kyaku	→↘↓↖←K
Taitou	close range P+D
• Fushin Randangeki	close range ↗P+D
• Jungyaku Jizai	close range →P+D
Tougasumi	close range ↘P+D
• Fugasumi	close range ←↓P+D
Kage Gasumi	close range ←→P+D
Kouenraku	close range ←P+D
• Izuna Otoshi	close range ←P+D↑P+D
Hauragasaki	close behind opp. P+D
• Kirigasaki	close range to side P+D
• Yamigasaki	opp. close behind ↑P+D
Hauragasaki	behind opponent P+K+D
	opponent crouching
Kotegaeshi	vs. high P ←P+K
• Jisuberi	while running ↓K



Straight Lead	P
Squat Straight	↓ P
Vertical Hook Kick	K
Middle Kick	↙ K
Toe Kick	↓ K
Low Kick	↓ K
Side Hook Turn	← ← P
Spinning Kick Turn	← ← K
Turn Knuckle	opponent behind P
Turn Knuckle Side Kick	opponent behind; PK left foot forward
Turn Knuckle Spinning Kick	opponent behind; PK right foot forward
Turn Knuckle Low Spin Kick	opponent behind P ↓ K
Turn Slant Back Knuckle	opponent behind ↓ P
Turn Slant Low Spin Kick	opponent behind ↓ PK
Turn Kick	opponent behind K
Turn Low Spin Kick	opponent behind ↓ K
Soccer Ball Kick	opponent down ↗ K
Jumping Knee Stomp	opponent down ↑ P
High Jump Knee Stomp	opponent down ↑ P
Elbow	↑ +P
Step Straight	↑ P
Step Hook Kick	↑ K
Step Heel Kick	before landing ↑ K
High Jump Kick	↑ +K
High Jump Middle Kick	↑ K
Jumping Hook Knuckle	↑ → P
High Jump Drop Kick	↑ → K
Jump Over Kick	↑ ← K
High Jump Heel Kick	in mid-air ↑ K
Punch Spin Kick	right foot forward PK
Punch Side Kick	left foot forward PK
Punch Low Spin Kick	P ↓ K
Jab Straight	PP
Double Punch Snap Kick	PPK
• Double Punch Knee Kick	PP → K
• Double Punch Low Spin Kick	PP ↓ K
Flash Piston Punch	PPP
• Combo Elbow	PP → P
• Combo Elbow Spin Kick	PP → PK
• Jab Straight Back Knuckle	PP ← P
• Combo Back Knuckle Spin	PP ← PK
• Jab Double Straight	PP ↑ P
Rising Elbow	→ P
Elbow Spin Kick	→ PK
• Elbow Back Knuckle	→ PP
• Elbow Knuckle Spin Kick	→ PPK

• Elbow Knuckle Low Spin Kick	→ PP ↓ K
Spinning Back Knuckle	← P
Double Spin Knuckle	← PP
Spinning Slant Back Knuckle	← P ↘ P
Spinning Arm Kick	← PK
Spinning Low Spin Kick	← P ↓ K
Smash Hook	↓ P
• Hook Combo 2	↓ PP
• Triple Hook	↓ PPP
• Lightning Straight	↓ PPP → P
• Lightning Hook	↓ PPPP
Slant Back Knuckle	↖ P
Slant Low Spin Kick	↖ PK
Punch High Kick	→ PK
• Combo Elbow Knuckle Spin Kick	→ PP → PPK
• Combo Elbow Knuckle Low Kick	→ PP → PP ↓ K
Beat Knuckle	P+K
• Beat & Back Knuckle	P+KK
• Beat Combo Back Knuckle	P+KP
• Beat & Knuckle Spin	P+KPK
• Beat & Knuckle Low Spin	P+KP ↓ K
• Kick Back Knuckle	KP
• Combo Knuckle Spin Kick	KPK
• Combo Knuckle Low Spin	KP ↓ K
Double Spinning Kick	KK
• 2-Way Spin Kick	K ↓ K
Knee Kick	→ K
Dash Hammer Kick	→ → K
Side Hook Kick	← K
• Double Middle Kick	↘ KK
• Double Low Kick	↓ KK
Somersault Kick	↖ K
Spinning Kick	K+D
Spinning Kick • Low Spin Kick	K+D ↓ K+D
Leg Slicer	↓ K+D
• Spin Heel Sword	← K+D
Middle Spin Kick	← → K+D
Lightning Kick	↓ P+KKKKK
• Lightning Storm	↖ P+KKKKK
• Lightning Glow	↖ P+KKK ↓ K
Northern Light Bomb	close range P+D
• Neck Slashing	close range to side P+D
Face Crusher	close behind opp. P+D
Neck Breaker Drop	close range → → P+D
Knee Strike	close range → ← P+D
• Sadistic Hanging Knee	close range ↗ ↗ P+D
• Switch Step	↓ ↓

Sarah

Straight Lead	P
Squat Straight	↓ P
Vertical Hook Kick	K
Middle Kick	↘ K
Low Kick	↓ K
Back Knuckle	↖ ↖ P
Back Kick Spin Turn	↖ ↖ K
Spin Turn Kick	↓ ↖ K
Double Spin Kick	↓ ↖ KK
Turn Knuckle	opponent behind P
Turn Low Straight	opponent behind ↓ P
Turn Kick	opponent behind K
Dragon Kick	opponent behind → K
Turn Rising Kick	opponent behind ↘ K
Turn Low Spin Kick	opponent behind ↓ K
• Running Knee	while running K+D
Soccer Ball Kick	opponent down ↗ K
Jumping Knee Stomp	opponent down ↑ P
Jumping Knee Stomp	opponent down ↑ P
Step Straight	before landing ↑ P
Step Hook Kick	↑ K
Step Round Kick	→ K+D
Round Kick	↑ K+D
Step Heel Kick	before landing ↑ K
High Jump Middle Kick	↑ +K
High Jump Kick	↑ K
Jumping Hook Knuckle	↑ → P
Dragon Kick	↑ → K
Jump Over Kick	↑ ↖ K
High Jump Heel Kick	in mid-air ↑ K
Punch High Kick	PK
Punch Side Kick	P ↓ K
Jab Straight	PP
Double Punch Snap Kick	PPK
Flash Piston Punch	PPP
Combo Rising Knee	PPPK
Combo Rising Kick	PPP ↑ K
Combo Somersault Kick	PPP ↙ K
Rising Elbow	→ P
• Elbow Side Chop	→ P ↘ P
Double Joint Butt	→ PK
• Elbow Heel Sword	→ P ↖ K

Snap Side Chop	↙ P
• High Kick Straight	KP
• Double Thrust Kick	KK
Illusion Kick	↘ KK
Mirage Kick	↘ KKK
• Illusion Jack Knife	↘ KK → K
• Illusion Low Kick	↘ KK ← K
Jack Knife Kick	↓ K
Jack Knife Side Kick	↓ KK
• Double Low Kick	↓ KK
Knee Kick	→ K
Double Step Knee	→ K ↓ K
Dash Knee	→ → K
Double Kick	← K
• Dragon Smash Cannon	↖ K
• Full Spin Heel Kick	↑ +K
Rising Knee	↓ → K
• Rising Knee Combo	↓ → KK
Somersault Kick	↖ K
Toe Kick	↓ P+K
• Toe Kick • Jack Knife	↓ P+KK
Spin Kick	K+D
• Spin Edge Kick	← K+D
Leg Slicer	↓ K+D
• Low Spin Kick	↘ K+D
Side Hook Kick	↖ K+D
Tornado Kick	↗ K+D
• Spin Heel Sword	↖ K+D
Front Suplex	close range P+D
• Shellbreak Elbow	close range to side P+D
Back Drop	close behind opp. P+D
Back Drop	close behind opp. P+K+D
	opponent crouching
Neckbreaker Drop	close range → → P+D
• Lightning Knee Smash	close range ← P+D
• Lightning Knee Smash	close range ← P+D
	facing wall
• Leg Hold Throw	close range ← → P+D
• Rolling Face Crush	close range ↗ P+D
• Moonsault	↗ P
• Heel Kick Moonsault	↑ K ↑ P

Ian

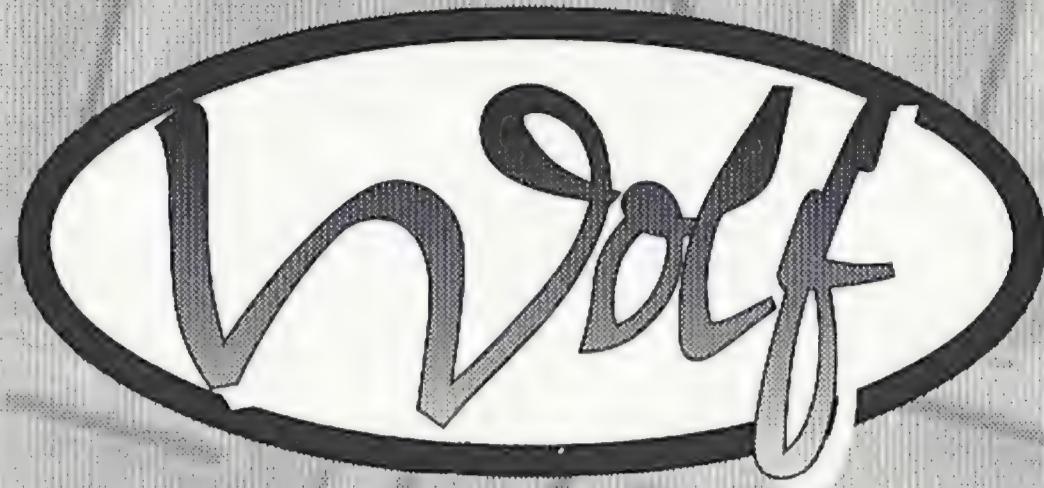
Chuuusui		P
Souchuken		↓ P
Katsumentai		K
Senchuutai		↙ K
Sensaitai		↓ K
• Hien Tenshinshou	opponent behind	← ← P
• Hien Senpuukyaku		← ← PK+D
• Enjin Senpuukyaku		← ← K+D
Haichuiken	opponent behind	P
Haihakushuu	opponent behind	↓ P
Haichutai	opponent behind	K
Zakasentai	opponent behind	↓ K
Kokyaku Haiten	opponent behind	↖ K
• Toukuu Haishou	opponent behind	↑ K+D
Toushuugeki	opponent down	↙ K
Kousou Raishuu	opponent down	↑ P
Kousou Renshuu	opponent down	↑ P
Toukuu Shasou		↑ +P
Toukuu Chuuken		↑ P
Rekka Kosenkyaku		↑ +K
Toukuu Chuukyaku	before landing	↑ K
Tenshin Soutai	before landing	↑ ↓ K
Hishuutai		↑ +K
Toukuu Tankyaku		↑ K
Touraku Sousuiken		↑ → P
Toukuu Soutai		↑ → K
Kokyaku Haishou		↑ ← K
Toukuu Fujinkyaku	in mid-air	↑ K
Renkentai		PK
Renshou		PP
• Haisen Renshou		P ← P
• Tenshin Soukoushou		P ← P → P
Souken Senpuutai		PPK
Raigeki		PPP
Renkan Tenshinkyaku		PPPK
Renkan Tenshin Soukyaku		PPP ↓ K
Renkan Haitenkyaku		PPP ↙ K
Shakashou		↙ P

Renshou		↙ PP
Renshou Senpuutai		↙ PPK
Renkanshou		↙ PPP
Renshou Tenshinkyaku		↙ PPPK
Renshou Tenshin Soukyaku		↙ PPP ↓ K
Renshou Haitenkyaku		↙ PPP ↙ K
Shajoushou		↘ P
• Renkan		↘ P ↙ P+K
Chuugeki		↗ P
• Hou Ousoushou		↗ P ← → P
• Souko Reppa		↙ P+K
• Kosoushou		← → P
Junpo Chuushou		↙ ↘ P
• Enshishou		← → → P
• Renshuu Senpuu		KK
• Kuukyaku Chuushou		↙ K → P
• Kyuukyaku Renkan Koshou		↙ K → P ← → P
• Tenshin Risenkyaku		↓ KK
• Rensen Saitai		↓ KK
• Renkan Sensaitai		↓ KK ↓ K
• Rensen Tenshin Soukyaku		↓ KK ↓ KK+D
Taitou Risenkyaku	rising from crouch	K
Kokyaku Haiten		↖ K
Toukuu Kokyuukyaku		↗ K
Chisoutai		→ ↘ K
Senpuuga		K+D
Ensenshuu		↓ K+D
Kuukoukyaku		↗ K+D
• Koryuu Tenshinkyaku		← ↙ ↘ → K+D
Kensha Touraku	close range	P+D
• Tenshin Souhashou	close range to side	P+D
• Kohai	close behind opp.	P+D
• Raiden Nyuurin	close range	→ P+D
Ryuusha Senten	close range	← P+D
Tenshin Hainshou	close range	← → P+D
• Daichi Toushou	close range	↙ ↘ P+D



Chuken		P
Souchuken		↓ P
Koushuutai		K
Senchuatii		↘ K
Sensaitai		↙ K
Haihousui	opponent behind	P
Hairen Housui	opponent behind	↓ P
Haichuuusai	opponent behind	K
Zaka Toutai	opponent behind	↙ K
• Honshin	while running	K
Rai'in Shouda	opponent down	↘ P
Enshuu Raigeki	opponent down	↑ P
Enshuu Kouraigeki	opponent down	↑ P
Toukuu Soushou		↑ +P
Hishitai		↑ +K
Sokushuatii		↑ K
Hientoukyaku		↑ +K
Hienkaikyaku		↑ K
Rakugeki Souken		↑ → P
Hienyoushuu		↑ → K
Enhaishuu		↑ ← K
Hishou Bujinkyaku	in mid-air	↑ K
Renkentai		PK
Renshou		PP
Souken Senpuutai		PPK
Raigekishou		PPP
Renkan Tenshinkyaku		PPPK
• Renkan Koutankkyaku		PPP → K
Renkan Tenshin Soukyaku		PPP ↓ K
Renkan Haitenkyaku		PPP ↙ K
Kyuuchuushou		→ P
Jouho Chuushou		← P
• Soukasui		↘ P
• Souka Rensui		↘ PP
• Souka Rensuishou		↘ PP → P
• Souka Rensuikyaku		↘ PPK
Rikensui		↖ P

• Enshi Soushou	→ → P
• Hien Dantai	→ → PK
• Ensei Kosouha	↓ → P
• Koen Senkyaku	KK
• Renka Sentai	↓ KK
• Rensen Soukyaku	↓ KK
Taitou Risenkyaku	rising from crouch K
Koutankkyaku	→ → K
Hien Tankyaku	↗ K
Hien Rekkyaku	↗ KK
Haitenkyaku	↖ K
• Rensen Haitenkyaku	↖ K → K
Senpuuga	K+D
• Enbu Renkyaku	→ K+D
Enjin Senpuukyaku	← K+D
Ensenshuu	↓ K+D
• Honshin Soukyaku	↖ K+D
• Tenshin Haitenkyaku	↗ K+D
Tenshin Soutou	close range P+D
• Zenshuu Haitenkyaku	close behind opp. P+DK+D
• Haishin Choushou	close range to side P+D
• Shun'en Katou	close behind opp. P+D
• Raishin Nyuurin	close range → P+D
Hien Honko	close range ↘ P+D
Toushin Inshou	close range → → P+D
Tenchi Touraku	close range → ← P+D
Senpuu Enjin	close range ← → P+D
Seien Katou	close range ← ↓ P+D
• Kuuretsu Tenhou	close range ↓ → P+D
Enpuu Renshou	close range → P+K+D opponent crouching
Ensen Hairyuu	vs. high P ← P+K
Rasen Anshou	vs. high K ← P+K
Hien Hairyuu	elbow counter ↖ P+K
• Shitsuten Toukai	knee counter ↖ P+K
Kakyaku Senten	vs. mid-body K ↖ P+K



Straight Hammer		P	
Low Hammer		↓ P	
High Kick		K	
Facelift Kick		↘ K	
Low Smash		↓ K	
Rolling Hammer	opponent behind	P	
Back Low Hammer	opponent behind	↓ P	
Rolling Hammer	opponent behind	↓ P	
Back Kick	opponent behind	K	
Back Drop Kick	opponent behind	↓ K	
Elbow Drop	opponent down	↘ P	
Elbow	opponent down	↑ P	
High Elbow	opponent down	↑ P	
Somersault Drop	opponent down	↑ K	
Sliding Shoulder	while running	P+K	
Step Hammer		↑ +P	
Toe Crush		↑ +K	
Toe Crush		↑ K	
Hammer Edge	before landing	↑ K	
Rising Toe		↑ +K	
Hammer Kick		↑ K	
Jumping Lariat		↑ → P	
Missile Kick		↑ → K	
Back Side Kick		↑ ← K	
Heel Crush	in mid-air	↑ K	
Hammer Kick		PK	
Jab Straight		PP	
One-Two Upper		PPP	
• Elbow Smash		PP → P	
• Combo Elbow Bat		PP → P ← P	
• Combo Double Arm Suplex	close range	PP → P ↘ P+K+D	
Body Blow		→ P	
• Dragonfish Blow		→ PP	
Sonic Upper		↘ P	
Vertical Upper		↙ P	
Elbow Bat		← P	
Comet Hook		↖ P	
• Tomahawk Chop		↗ P	
• Neck Rolling Throw	close range	↗ P → P+D	
Shoulder Attack		← → P	
Reverse Sledgehammer		↓ → P	
Back Chop		P+K	
• Tomahawk Flash		→ P+K	
• Grizzly Lariat		↘ P+K	
• Arrow Knuckle		↓ P+K	
• Short Shoulder		← → P+K	
• Double High Kick		KK	
Knee Blast		→ K	
Drop Kick		↗ K	
Low Drop Kick		→ ↓ K	
Neck Cut Kick		K+D	
Sawbutt		→ K+D	
Flying Knee Kick		→ → K+D	
Front Roll Kick		← → K+D	
Brain Buster	close range	P+D	
• Cyclone Whip	close range to side	P+D	
• Cross Arm Breaker	close range to side opponent crouching	P+K+D	
German Suplex	close behind opp.	P+D	
Dragon Suplex	close behind opp.	← P+D	
German Suplex	close behind opp. opponent crouching	P+K+D	
• Frankensteiner	close range	↗ P+D	
• Arm Whip	close range	→ → P+D	
Steiner's Screwdriver	close range	↘ ↙ P+D	
Giant Swing	close range	← ↘ ↓ ↗ → P+D	
• Catch	close range	→ P+D	
• Push	close range	→ P+D ↘ P+D	
• Front Neck Chancery	close range	→ P+DP+D	
• Slingshot Front Suplex	close range	→ P+D ← P+D	
• Change	close range	→ P+D → P+D	
• German Suplex	close range	→ P+D → P+DP+D	
• Push	close range	→ P+D → P+D → P+D	
• Tiger Suplex	close range	→ P+D → P+D ← P+D	
Side Suplex	close range opponent crouching	↓ P+K+D	
Double Arm Suplex	close range opponent crouching	↖ P+K+D	
• Captured	vs. high K	← P+K	
Dragon Screw	vs. mid-body K	↖ P+K	

Jeffry

Straight Knuckle		P
Low Knuckle		↓ P
Upper Kick		K
Middle Kick		↘ K
Vertical Kick		↓ K
Spin Knuckle	opponent behind	P
Back Double Hammer	opponent behind	↓ P
Spin Knuckle	opponent behind	↓ P
Back Kick	opponent behind	K
Back Heel Kick	opponent behind	↓ K
Stomping	opponent down	↘ P
Body Press	opponent down	↑ P
Raiden Drop	opponent down	↑ P
• Running Body Press	while running	P+K
Running Hip Attack	while running	K+D
Hammer Down		↑ +P
Heel Drop		↑ +K
Step Knuckle		↑ P
Jump Kick		↑ K
Pushing Kick	before landing	↑ K
Killing Bite		↑ +K
Jump Hammer		↑ P
Flying Low Kick		↑ K
Rising Sun Hammer		↑ → P
Jumping Foot Stomp		↑ → K
Rear Kick		↑ ← K
Heel Stomp Jump	in mid-air	↑ K
Knuckle Kick		PK
Double Knuckle		PP
One-Two Upper		PPP
• Combo Kenka Hook		PP ← P
Elbow Bat		→ P
Elbow Hammer		→ P ← P
Dash Elbow		→ → P
Elbow Upper		→ → PP
Smash Upper		↘ P
Double Upper		↘ PP
Triple Upper		↘ PP ↘ P
Vertical Upper		↘ P
Elbow Stomp		← P
• Kenka Hook		← → P
• Tornado Hammer		→ ← P
• Kenka Upper		↘ ↘ P
Double Hammer Down		← ↘ P

• Rising Hammer		← ↘ PP
Middle Hell Stomp		→ P+K
Hell Bank Hammer		↓ P+K
Head Attack		← → P+K
• Stomach Crush		← ↘ P+K
• Lift-Up Throw	close range	← ↘ P+K ↓ P+D
• Killing Toe Kick		KK
• Killing Toe Kick Hammer		KKP
Knee Attack		→ K
Kenka Kick		→ → K
• Knee Push		← K
• Knee Hammer		← KP
Heel Attack		← → K
Toe Kick		↓ K
Toe Kick Hammer		↓ KP
Toe Kick • Splash Mountain	close range	↓ K ↓ ↘ → P+D
• Low Kick		↘ K+D
• Ducking Low		↓ K+D
Back Flip	close range	P+D
• Coconut Crush	close range to side	P+D
• Corkscrew Knuckle	close range to side	P+K+D
	opponent crouching	
Backbreaker	close behind opp.	P+D
Backbreaker	close behind opp.	P+K+D
	opponent crouching	
Power Slam	close range	→ P+D
• Back Throw	close range	↙ P+D
• Wall Wipe Throw	close range	↙ P+D
	back to wall	
Body Lift	close range	← P+D
Head Butt	close range	← → P+D
Double Head Butt	close range	← → P+D → P+D
• Head Crush	close range	← → P+D ← P+D
Triple Head Butt	close range	← → P+D → P+D
	→ P+D	
• Head Crush 2	close range	← → P+D → P+D
		← P+D
Front Backbreaker	close range	← → → P+D
Splash Mountain	close range	↘ ↘ P+D
Power Bomb	close range	↘ P+K+D
	opponent crouching	
Iron Claw	close range	↓ P+K+D
	opponent crouching	
Machine Gun Knee Lift	close range	↓ → P+K+D
	opponent crouching	



Tousui	P	• Rensen Haikoushu	← PP
Katousui	↓ P	• Tenshin Tourou Renkyaku	← PPK
Senshentai	K	Tougekisui	↙ P
Dantai	↘ K	Tougekirensui	↖ PP
Atsutai	↙ K	Senshippo	→ → P
Senshou Haiten	← ← P	• Shinpo Tourou Soushu	← ↘ P
Koushuutai	← ← K	Shippo Shousenshu	↓ → P
Kasentai Haiten	← ← K+D	Souji Senpuu	→ P+K
Hairen Senshou	opponent behind P	Touho Haisoushu	↘ P+K
Haiho Soushuu	opponent behind ↓ P	Touho Soushu	↓ P+K
Touhai Senshou	opponent behind ↓ P	Taizan Soukoushu	← P+K
Kousenkyaku	opponent behind K	Juuchou Senshou	↑ P+K
Kaikakyaku	opponent behind ↓ K	• Rentsentai	KK
• Rakusenshu	opponent down ↘ P	Koushu Teishitsu	→ K
Rakushoukyaku	opponent down ↑ P	Zensoutai	↓ KK
Hitenkarakutai	opponent down ↑ P	Tousentai	↓ KK+D
Toukuu Gekishou	↗ +P	Senpuutai	↑ +K
Rakuho Tousui	↑ P	Katoutai	↑ +KK
Toukuu Haigekishou	↖ +P	Jinten Kuukyaku	↗ K
Toukuu Shoukyaku	↑ K	Senkyuutai	↙ K
Chisou Shoukyaku	before landing ↑ K	• Fujinkyaku	→ → K
Chouhi Dantai	↑ +K	• Fujin Rentankyaku	→ → KK
Hichuu Sentai	↑ K	Shichi Soutai	↘ K+D
Toukuuraku Sousui	↑ → P	Kousoutai	↓ K+D
Toukuuraku Soutai	↑ → K	Tenshin Ryouinkyaku	→ → K+D
Toukuuraku Haitai	↑ ← K	Hatoushu Shuutai	close range P+D
Rakufujintai	in mid-air ↑ K	• Honshin Teishitsu	close range to side P+D
Rensuitai	PK	Renkoushu Haishuu	close behind opp. P+D
Koushu Rensui	PP	• Haika Senten	close range ↘ P+D
Renkan Senshou	PPP	Shichisei Tenbunshuu	close range ← P+D
• Rensui Soushu	PP ↓ P	• Shichisei Chouhihozen	close range ↗ P+D
Banchuu	→ P	• Shichi Chouhihozen	close range ↗ P+D facing wall
• Banchuu Renkanshu	→ PP	Saishuu Houkou	close range → → P+D
Seninshou	↘ P	• Hitensou Kuukyaku	close range ← → P+D
Rakugekishou	↘ PP	• Touzan Honshakyaku	close range ↓ → P+D
Soukoushu	↘ P	Tenshin Soukoushu	close range → ↘ ↓ ↙ ← P+D
Rensoukoushu	↘ PP		
• Hitenkoushu	← P		

Shun

Chougeki		P
Fukuchougeki		↓ P
Koushuutai		K
Sokutankyaku		↙ K
Kyousentai		↓ K
Chougeki Haiten		↔ ↔ P
Asen Kaikyaku		↔ ↔ K
Haihanshou	opponent behind	P
Haika Hanshou	opponent behind	↓ P
Haihanshou	opponent behind	↓ P
Haisentai	opponent behind	K
• Teitoukyaku	opponent behind	↓ K
Rasen Suichuu	opponent down	↙ P
Chuubu Soutenkyaku	while running	K
Touchihan Soushou		↑ +P
Rakuho Chougeki		↑ P
Saikatai		↑ K
Jigentai	before landing	↑ K
Toukikyaku		↑ +K
Kuuhi Tankyaku		↑ K
Soushou Tourakugeki		↑ → P
Soutai Rakushuu		↑ → K
Haisoutai Rakushuu		↑ ← K
Rakuhi Shoutai	in mid-air	↑ K
Gekiten Sentai		PK
Rengeki		PP
• Rengeki Kashuu	after 4 drinks	PP ↓ K
• Rengekikou Kashuutai	after 4 drinks	PP ↓ KK
Saishu Renkangeki		PPP
• Nansenshuu		→ PK
• Nansenshuu		→ PPK
• Nansenshuu		→ PPPK
Gyouin Haishu		↙ P
• Gyouin Senshu	after 5 drinks	↙ PP+K
• Gyouin Renkan Tankyaku	after 5 drinks	↙ PP+KK
Getsugasaigeki		↘ P
Ousougeki		↔ P
Haisenchuu		↖ P
• Haisenchuu Kaikakyaku		↖ PK
• Shinpo Suikoushu		↖ ↘ P
Chouwan Ryouken		↓ ↘ → P
• Chouwan Saishu	after 3 drinks	↓ ↘ → P ↖ P
Tenshin Souchuushou	+ 3 drinks	P+K
Hitenshougeki		↗ P
Zensen Soutai	after 1 drink	↓ P+K

Renzensen Soutai	after 2 drinks	↓ P+KK
Renkan Zensen Soutai	after 3 drinks	↓ P+KKK
Toukuu Hitenthou	after 6 drinks	→ → P+K
• Renho Chougeki		KK
• Renshuu Kaishu		KKP
• Renshuu Haikashou		KK ↓ P
Gyoushin Toutai		← K
Koushuu Katai		↖ K
Koushuu Rentai		↖ KK
Ryuubikyaku		↑ K
Chuubu Soutenkyaku		→ → K
Tanhi Chougeki		K+D
Ousoushu		K+DP
Toukyaku		↓ K+D
Senpuu Soutai		↓ K+D
Haitou Rensenkyaku		↖ K+D
Honshin Rensenkyaku		← K+D
Zabantetsu		↓ ↓
• Saikeikyaku	after Zabantetsu	K
Saikeikyaku	after Zabantetsu	↓ K
• Zainshu	after Zabantetsu	P+K+D
	+ 3 drinks	
• Tentouritsu	after Zabantetsu	← goes into handstand
• Oushin	after Zabantetsu	↓ ↓
• Oushin		↖ ↘ ↓ ↘ →
• Nehansenkyaku	after Oushin	K
• Nehanshuusui	after Oushin	KP
• Gyoushin Toutai	after Oushin	KPK
• Rengeki Kashuu	after Oushin & 6 drink	KP ↓ K
• Nehan Rengeki Katai	after Oushin & 6 drink	KP ↓ KK
• Nehan Sousoukyaku	after Oushin	→ K
• Nehan Soukyaku	after Oushin	↓ K
Tentouritsu	goes into handstand	→ ↘ ↓ ↘ ←
Toushin Renkyaku		after Tentouritsu K
• Tenshin Suishukou	after Tentouritsu	P+K
• Soushoutai	after Tentouritsu	K+D
Honshin Sousentai	close range	P+D
	after Tentouritsu	
• Suiho Tenshinchuu	close range	P+D
	+3 drinks	
• Tenshin Toushuu Richuu	close range to side	P+D
• Tenshin Souko	close range	↖ P+D
• Gyouinshu	+1 drink	↓ P+K+D

Danken	P
Renshou	PP
Renkan Senshou	PPP
Hagasane	PK
Punch Side Kick	P↓K
Combo Elbow	PP→P
Combo Elbow Somersault	PP→P↖K
Jump Straight Back Knuckle	PP←P
Combo Back Knuckle Spin	PP←PK
Jisuridan	↓P
Shakashou	↘P
Shakasoushou	↙P
Rising Elbow	↗P
Elbow Hammer	↗P←P
Double-joint Bat	→PK
Hanchuu Renkanshou	→PP
Elbow Somersault	→P↖K
Level Back Chop	←P
Slant Back Knuckle	↖P
Slant Low Spin Kick	↖PK
Chouho Chouchuu	→→P
Shoulder Attack	←→P
Double Hammer Down	←↘P
Rising Hammer	←↘PP
Chouwan Ryouken	↓↘→P
Dragon Upper	after 1 drink →↘↓P
Double Dragon Upper	after 2 drinks →↘↘P →↘→P
Koushuutai	K
Kouen Rokyaku	KK
Knee Kick	→K
Renkantai	→→KK
Dantai	↘K
Surigeri	↓K
Jack Knife Kick	↓K
Jack Knife Side Kick	↓KK
Chisoutai	→↓K
Haitou Rensenkyaku	↖↖K
Gyoushin Toutai	←K
Asen Kaikyaku	←←K
Taitou Risenkyaku	rising from crouch K
Rising Knee	rising from crouch →K
Tanhi Chougeki	K+D
Ousoushu	K+DP
Saw Butt	→K+D
Denyou	←K+D
Side Hook Kick	↖K+D
Shichi Soutai	↘K+D
Ensenshuu	↓K+D
Suishageri	↖K+D
Tobizengeri	↑K+D

Yousenryuu	→→K+D
Fushin Renkyaku	→→→K+D
Beat Knuckle	P+K
Hell Stomp	↓P+K
Rikenchuu	←P+K
Stomach Crush	↖→P+K
Tetsuzankou	←→→P+K
Rakusenjin	rising from crouch →P+K
Rakusenjin Kaeshi	rising from crouch →P+KP+K
Rairyuu Hishoukyaku	→→P+K+D
Back Knuckle Turn	←←P
Ryuubisen	←←K+D
Haihakushou	opponent behind ↓P
Touhai Senshou	opponent behind ↓P
Hairen Senshou	opponent behind P
Back Drop Kick	opponent behind ↓K
Jisentai	opponent behind ↓K
Turn Kick	opponent behind K
Hairyuusou	opponent behind ↑K
Toukuu Shashou	↑+P
Toukuu Chuuken	↑P
Hiten Hougeki	↗P
Roundhouse Kick	↑+K
Choushitai	↑K
Jisen	in mid-air ↑K
Hien Youshuu	↗K
Hien Rekkyaku	↗KK
Kokyaku Haiten	↖K
Toukyaku	↑+K
High Jump Kick 1	↑K
High Jump Kick 2	before landing ↑K
High Jump Kick 3	↑←K
High Jump Kick 4	↑→K
Rakuyou Senpuudan	from a distance ↗+K
Suiho Tenshinchuu	close range P+D
Tougasumi	close range ↘P+D
Kouenraku	close range ←P+D
Neckbreaker Drop	close range →→P+D
Giant Swing	close range ←↖↓↘→P+D
Backbreaker	close behind opp. P+D
Enpuu Senrin	close range →P+K+D opponent crouching
Machine Gun Lift	close range ↓→P+K+D
Backbreaker	close range P+K+D opponent crouching
Body Press	opponent down ↑P
Kousou Renshuu	opponent down ↑P
Soccer Ball Kick	opponent down ↗K
Somersault Drop	opponent down ↑K
Ensen Hairyuu	vs. high P ←P+K
Rasen Anshou	vs. high K ←P+K

Justice Jab	P
Open Chest	PP
Open Arm	PPP
Open Roll	PPK
Open Spin	PK
Sit Jab	↓ P
Open Upper	↘ P
Open Elbow	⇒ P
Elbow Blow	⇒ PP
Lightning Arrow ⇒ PP ↓ ⇒ P	
Open Arm Blow	⇒ PPP
Roll Kick	K
Reactor	KP
Combo Reactor	KPP
Combo Reactor Plus	KPPP
Combo Edge	KPK
Combo Maxi Edge	KPPK
Combo Tricks	KPP ↙ K
Combo Beat Edge	KPPPK
Combo Reactor Cossack	KPPP ↓ K
Combo Tricks Pro	KPPP ↙ K
Snap Knee	⇒ K
Blockbuster	↖ K
Low Kick	↓ K
Long Roll Kick	→ K
Middle Kick	↘ K
Clutch Step	↘ KK
Double Clutch Step	↘ KK → K
Standing Toe Kick	rising from crouch K
Heel Drop	↑ +D ↓ K
Spin-off Kick	K+D
Spin-off Sunrise	K+DK
Spin Float	K+DKK
Spin Cossack	K+D ↓ K
Catapult Kick	⇒ K+D
Catapult High	⇒ K+DK
Catapult Mid	⇒ K+D ↘ K
Catapult Low	⇒ K+D ↓ K
Pro Dancer	↘ K+D
Starlight Dancer	↘ K+D → K
Low Spin Kick	↓ K+D
Low Spin Punch	↓ K+DP
Low Spin High	↓ K+DK
Low Spin Low	↓ K+D ↓ K
Triple Low Spin	↓ K+D ↓ KK
Belly Flop	⇒ ↓ P+K+D

Belly Flop Punch	⇒ ↓ P+K+DP
Belly Flop Kick	⇒ ↓ P+K+DK
Thrust Punch Air	↑ +P
Jump Hammer	↑ P
Jump Toe	↑ +K
Front Jump Toe	↗ +K
Air Rolling Sawbutt	↑ K
Air Dive	↑ ↓ K
Front Air Kick	↑ → K
Back Air Kick	↑ ← K
Flare Toe	before landing ↑ K
Flare Kick	before landing ↑ ↓ K
Jump Hammer	↑ +P
Tricks	↖ K
Rolling Saw Butt	↑ +K
Hopping Kick	↑ K
Low Cut Kick	before landing ↑ ↓ K
Middle Hop Spin Kick	↗ +K
Wall Throw	close range P+D
Snap Stole	close range ↖ P+D
Shoulder Throw	close range ⇒ ↖ P+D
Grand Axel	close range ⇒ ↖ P+K+D
Back Wall Rush	close range P+D facing wall
Dead End Double Knee	close range ↖ → K facing wall
Tag Hand Wall Crush	close range P+D back to wall
Back Suptex	close behind opp. P+D
Eagle Landing	opponent down ↑ +P
Spit Kick	opponent down ↓ K
Turn Punch	opponent behind P
Turn Punch Jab	opponent behind PP
Turn Punch Roll Kick	opponent behind PK
Turn Roll Kick	opponent behind K
Low Spin Kick Turn	opponent behind KP
Spin Kick Turn	opponent behind ↑ +K
Low Turn Punch	opponent behind ↓ P
Turn Low Spin Kick	opponent behind ↓ K
Running Straight	while running P
Fire Darts	while running K
Running Tackle	while running P+D
Sliding Kick	while running ↓ K
Running Tricks	while running ↖ K
Hop Spin Kick	while running ↑ +K
Running Jump Kick	while running ↗ +K
Neck Slashing	close range to side P+D

GRACE

Single Beat		P
Dual Beat		PP
Triple Beat		PPP
Quad Beat		PPPP
Vulcan Beat		PPPPP
Wall Zap	near wall	PPP
Beat Blockbuster		PPK
Beat High Kick		PK
Beat Turn Leg		PKK
Beat Low Spin		P↓ K
Sit Beat		↓ P
Sit Beat Spin		↓ PK
Block Slap		← P
Tip Slap		→ → P
Ice Leg		K
Leg Beat		KP
Turn Leg		KK
Vulcan Leg		KKK
Sit Camel		↓ K
Blockbuster		← K
Blade Slash		↑ +D ↓ K
Leg Launch		↓ ↓ K
Camel Kick		↓ K
Camel Spin		↓ KK
Camel Spin Cutter		↓ KKK
Camel Spin High		↓ K → → K
Black Ice		P+K
Cross Kick		K+D
Cross Step		K+DK
Cross Step Launch		K+DKK
Cross Blade		K+D ↓ K
Cross Blade Launch		K+D ↓ KK
Long Axis		→ K+D
Long Axis Turn		→ K+DK
Sit Spin		↓ K+D
Sit Spin 2		↓ K+DK
Sit Spin 3		↓ K+DKK
Sit Spin 4		↓ K+DKKK
Sit Spin 5		↓ K+DKKKK
Knuckle Hammer		↑ +P

Knuckle Hammer		↑ P
Jump Toe		↑ +K
Front Jump Toe		↗ +K
Air Rolling Sawbutt		↑ K
Air Dive		↑ ↓ K
Front Air Kick		↑ → K
Back Air Kick		↑ ← K
Flare Toe	before landing	↑ K
Flare Kick	before landing	↑ ↓ K
Knuckle Hammer		↑ +P
Somersault Kick		↖ K
Coin		↑ +K
Hopping Kick		↑ K
Blade Cutter	before landing	↑ ↓ K
Wall Throw	close range	P+D
Scratch Heart	close range facing wall	P+D
Shoulder Through	close range	↓ ← P+D
Ice Nemesis	close range	→ ← P+K+D
Tag Hand Wall Crush	close range back to wall	P+D
Back Suplex	close behind opp.	P+D
Frankensteiner	close range in mid-air	↓ P+K+D
Smart Dive	opponent down	↑ +P
Spit Kick	opponent down	↓ K
Turn Beat	opponent behind	P
Turn Double Beat	opponent behind	PP
Turn Kick	opponent behind	K
Spin Kick Turn	opponent behind	↑ +K
Low Turn Beat	opponent behind	↓ P
Low Spin Kick Turn	opponent behind	↓ K
Running Beat	while running	P
Dash Blade	while running	K
Running Tackle	while running	P+D
Dash Coin	while running	K+D
Sliding Kick	while running	↓ K
Somersault Kick	while running	↖ K
Shell Break Elbow	close range to side	P+D

BAHN

Genkotsu	P
Zagenkotsu	↓P
Hiji Teppou	←P
Choushuu Kareito	→P
Tetsu Hiji	→P
Dou Hiji	→→P
Hiji Combo	→→P→P
Hiji Tetsuzan	→→P←→P+K
Kenkabi	↙P
Dragon Upper	→↓↘P
Double Dragon Upper	→↓↘P→↓↘P
Konjou Hiji	←→P
Jingi Gekitouha	↖↙P
Kouhadan	←↓↙P
Rekkou Hadan	←↓↙PP
Rekka Kouhadan	←↓↙P→↓↘P
Ashige	K
Shita Ashige	↓K
Yakuza Kick	↘K
Sokkou Ashige	→→K
Tetsuzankou	←→→P+K
Chouban	P+K+D
Knuckle Hammer	↑+P
Chousousen	↑+K
Zenbi Sousen	↗+K
Air Rolling Sawbutt	↑K
Air Dive	↑↓K
Front Air Kick	↑→K
Back Air Kick	↑←K
Flare Toe	before landing ↑K
Flare Kick	before landing ↑↓K
Knuckle Hammer	↑+P
Rolling Sawbutt	↑+K

Chousousen Kick	↑ K
Side Kick	before landing ↑ K
Low Cut Kick	before landing ↑ ↓K
Middle Rolling Sawbutt	↗+K
Kabenage	close range P+D
Taoshi	close range ←P+D
Gekichoupan	close range ←→P+K+D
Shin Iha	close range ↗→P+D
Setsuna Otoshi	close range P+D←←P+D
Oroshigane	close range P+D facing wall
Tag Hand Wall Crush	close range P+D back to wall
Kotsuban Wari	close behind opp. P+D
Tokkou	opponent down ↑ +P
Todome	opponent down ↓ P
Indou	opponent down ↓ PP
Taiman Kick	opponent down ↓ K
Turn Knuckle	opponent behind P
Double Turn Knuckle	opponent behind PP
Turn Kick	opponent behind K
Spin Kick Turn	opponent behind ↑ +K
Low Turn Punch	opponent behind ↓ P
Low Spin Kick Turn	opponent behind ↓ K
Running Straight	while running P
Running Tackle	while running P+D
Running Tetsuzankou	while running P+K
Running Knee	while running K
Sliding Kick	while running ↓ K
Hop Spin Kick	while running ↑ +K
Running Jump Kick	while running ↗+K
Hiyuu Fuchouchuu	close range to side P+D

RAXEL

Jab	P	
Light Spin	PP	
Light Through	PPP	
Light Through Squash	near wall	PPP
Looks That Kill		PPK
Jab High Kick		PK
Sit Jab	↓P	
Lightning Upper	←P	
Elbow Cut	→P	
Knuckle Back Claw	→PP	
Light Hand	→PPP	
Knuckle Claw Kick	→PK	
Upper	↘P	
Double Upper	↘PP	
Guitar Thrust	→→P	
Flying V	↘↘P	
Flying Screw	↘↘PP	
High Kick	K	
Back Off Ditch	KK	
Low Side Kick	↓K	
Blockbuster	←K	
Standing High Kick	rising from crouch	K
Kick Away	→K	
Back Off Kick	→K	
Middle Kick	↘K	
Motor Crew	↘KP	
Low Spin Combo	↘KP↓K+D	
Death Spin Combo	↘KP→K+D	
Sky Screamer	K+D	
Death Spin Kick	→K+D	
Death Spin Slash	→K+D↓↘→K	
Death Spin Roller	→K+D↓↘→K ←↖↓↘→K	
Sliding Kick	↓K+D	
Jump Hammer	↑+P	
Jump Hammer	↑P	
Jump Toe	↑+K	
Front Jump Toe	↗+K	
Air Rolling Sawbutt		↑K
Front Air Kick		↑→K
Back Air Kick		↑←K
Flare Kick	before landing	↑↓K
Flare Toe	before landing	↑K
Air Dive		↑↓K
Hopping Hammer		↑+P
Somersault Kick		↖K
Rolling Sawbutt		↑+K
Hopping Kick		↑K
Leg Killer	before landing	↑↓K
Wall Throw	close range	P+D
Detroit Lockdown	close range	↑+D↓P+D
Death Cannon	close range	→→P+D
Dangerous Noise	close range	←→P+D
Wall Squash	close range facing wall	P+D
Tag Hand Wall Crush	close range back to wall	P+D
Death Drop	close behind opp.	P+D
Flying Task	opponent down	↑+P
Guitar Crush	opponent down	↓P
Gravepost	opponent down	↓↓P
Spit Kick	opponent down	↓K
Turn Punch	opponent behind	P
Turn Punch Jab	opponent behind	PP
Turn Kick	opponent behind	K
Spin Kick Turn	opponent behind	↑+K
Low Turn Punch	opponent behind	↓P
Low Spin Kick Turn	opponent behind	↓K
Running Straight	while running	P
Running Tackle	while running	P+D
Running Knee	while running	K
Sliding Kick	while running	↓K
Running Somersault	while running	↖K
Hop Spin Kick	while running	↑+K
Running Jump Kick	while running	↗+K
Sliding Leg Scissors	close range to side	P+D

SANMAN

Sanman Punch	P
One-Two Punch	PP
Sanman Punch Kick	PK
One-Two Hammer	PPP
One-Two Crush	near wall PPP
One-Two Hip	PPK
Sanman Punch Upper	P ↘ P
Boost Kick	P ↘ PK
Low Punch	↓ P
Elbow Smash	→ → P
Power Knock	← → P
Double Power Knock	← → PP
Triple Power Knock	← → PPP
Sanman Upper	↘ P
Double Upper	↘ PP
Double Upper Hip	↘ PPK
Jack Knife Throw	↘ P+D
Ignition Punch	→ P
Generator Punch	→ PP
Fire Generator Punch	→ PPP
Atomic Generator Punch	→ PPPP
Fusion Generator Punch	→ PPPPP
Power Hammer	↓ P+K+D
Round Trip Hammer Throw	↓ P+K+DP+D
Double Power Hammer	↓ P+K+D ↓ P
Sanman Kick	K
Low Sanman Kick	↓ K
Blockbuster	← K
Middle Sanman Kick	↘ K
Leg Throw	↓ K+D
Hip Bomber	P+K+D
Double Hip Bomber	P+K+DP+K+D
Sky Burner	↑ P
Knuckle Hammer	↑ → P
Jump Toe	↑ +K
Front Jump Toe	↗ +K
Hip Four	↑ K
Front Air Kick	↑ → K
Back Air Kick	↑ ← K
Rider Kick	before landing ↑ ↓ K
Rider Toe	before landing ↑ K
Air Dive	↑ ↓ K
Sanman Hammer	↑ +P
Rolling Sawbutt	↑ +K

Hopping Kick	↑ K
Leg Breaker	before landing ↑ ↓ K
Middle Rolling Sawbutt	↗ +K
Sanman Ten Pin	close range P+D
Backbone Crack	close range → ← P+K+D
Overdrive	close range → ↘ ↓ ↙ ← P+D
Full Overdrive	close range → ↘ ↓ ↙ ← P+D → ← P+D
Final Overdrive	close range → ↘ ↓ ↙ ← P+D → ← P+D ← ↓ → ↑ ← P+D
Bear Hug	close range → ← P+D
Elephant Hug	close range → ← P+D ← ← P+D
Giant Swing	close range ← ↙ ↓ ↘ → P+D
Pile Driver	close range ↗ ↘ P+D opponent crouching
Spark Scratch	close range P+D facing wall
Sanman Bomb	close range ← → P+D facing wall
Power Hunting	close range ↓ P+D facing wall opponent crouching
Tag Hand Wall Crash	close range P+D back to wall
Willy Drop	close behind opp. P+D
Max Trip	opponent down ↓ ← → P near opp. head
Giant Swing 2	opponent down ← ↙ ↓ ↘ → P+D near opp. feet
Sitting Slam	opponent down ↑ +P
Megaton Stomp	opponent down ↓ K
Turn Knuckle	opponent behind P
Turn Knuckle Punch	opponent behind PP
Turn Kick	opponent behind K
Spin Kick Turn	opponent behind ↑ +K
Low Turn Punch	opponent behind ↓ P
Low Spin Kick Turn	opponent behind ↓ K
Sanman Attack	while running P
Running Hip Bomber	while running K
Sliding Kick	while running ↓ K
Hop Spin Kick	while running ↑ +K
Running Jump Kick	while running ↗ +K
Full Face Crush	close range to side P+D

JANE

Clap Knuckle		P
Double Clap		PP
Knuckle High Kick		PK
Combo Switch Upper		PKP
Triple Bash		PPP
Combo Wall Scratch	near wall	PPP
Combo Lock Straight		PP←P
Double Clap Rush Kick		PPK
Combo Raid Knee		PP→K
Low Spin Combo		PP↓K
Low Knuckle		↓P
Low Knuckle Spin		↓PK
Block Straight		←P
Toss Upper		↘P
Rising Upper		↗P
Body Blow		→P
Down Smash		→PP
Power Smash		→→P
Two Hand Bash		↓→P
Tornado Punch		←↖↓↘→P
Crawl Tornado Punch		→↓↘P
Smart Kick		K
Low Spin Kick		↓K
Cut Knee		→K
Middle Spin Kick		↘K
Standing High Kick	rising from crouch	K
Knee Launcher		↓→K
Low Spin Up		↓K+DK
Double Low Spin Kick		↓K+D↓K
Jump Hammer		↑P
Thrust Punch Air		↑+P
Jump Toe		↑+K
Front Jump Toe		↗+K
Air Rolling Sawbutt		↑K
Front Air Kick		↑→K
Back Air Kick		↑←K
Air Dive		↑↓K
Flare Toe	before landing	↑K
Flare Kick	before landing	↑↓K
Jump Hammer		↑+P

Rolling Sawbutt		↑ +K
Hopping Kick		↑ K
Low Cut Kick	before landing	↑ ↓K
Clinch Punch	close range	P+D
Double Clinch Punch	close range	P+DP
Clinch Strike Knee	close range	P+DK
Clinch Knee	close range	K+D
Fling Up Bomber	close range	→ ↓P+D
Brainbuster	close range	→ ←P+D
Clinch Knee Grab	close range	← ↖ ↓ ↘ →K+D
Super Combo Knee Launcher	close range	← ↖ ↓ ↘ →K+D ↓ →K
Wall Scratch	close range facing wall	P+D
Wall Strike Knee	close range facing wall	K+D
Double Knee Wall Strike	close range facing wall	K+DK+D
Tag Hand Wall Crush	close range back to wall	P+D
Breakneck Driver	close behind opp.	P+D
Tiger Suxplex	close behind opp.	P+K+D
Knuckle Dive	opponent down	↑ +P
Knuckle Bat	opponent down	↓ P
Spit Kick	opponent down	↓ K
Turn Knuckle	opponent behind	P
Turn Kick	opponent behind	K
Turn Double Knuckle	opponent behind	PP
Spin Kick Turn	opponent behind	↑ +K
Low Turn Knuckle	opponent behind	↓ P
Low Spin Kick Turn	opponent behind	↓ K
Running Knuckle	while running	P
Running Tackle	while running	P+D
Running Knee	while running	K
Sliding Kick	while running	↓ K
Hop Spin Kick	while running	↑ +K
Running Jump Kick	while running	↗ +K
Climb Wall	jump & touch wall	↑ +P
Wall Dive	while climbing wall	↑ +P
Nail Hold Drop	close range to side	P+D

Candy

Cat Snap		P
Cat Pat		PP
Cat Scratch		PPP
Combo Cat Kick		PPPK
Combo Low Kick		PPP↓ K
Chain Reaction		PPP→ K
Wall Zap	near wall	PPP
Snap High Kick		PK
Low Snap		↓ P
Low Punch Low Kick		↓ PK
Block Slap		← P
Candy Swing		→ P
Candy One-Two		→ PP
Candy Triple		→ PPP
Cat Slap		→ → P
Cat Upper		↙ P
Cat Upper		↘ P
Rising Cat Upper		→ ↓ ↘ P
Cat Paw Sweep		↘ ↗ P
High Kick		K
Low Kick		↓ K
Double Low Kick		↓ KK
Leg Beat		↓ KKK
Double Low Kick & Tip		↓ KK↓ P
Low Leg Beat		↓ KK↓ K
Toe Kick	rising from crouch	K
Toe Kick Scorpion	rising from crouch	KK
Toe Kick Cat Heel	rising from crouch	KK+D
Toe Kick Cat Somersault	rising from crouch	K↖ K
Block Bomber		← K
Scorpion Attack		↘ K
Cat Tail		↓ K
Cat Tail High		↓ KK
Jack Knife Kick		K+D
Cat Barrow		→ → K+D
Bootie Bop		P+K+D
Double Bootie Bop		P+K+DP+K+D
Cat Hammer		↑ +P
Cat Hammer		↑ P
Jump Toe		↑ +K
Front Jump Toe		↗ +K
Air Rolling Sawbutt		↑ K
Air Dive		↑ ↓ K
Front Air Kick		↑ → K
Back Air Kick		↑ ← K
Flare Toe	before landing	↑ K

Flare Kick	before landing	↑ ↓ K
Knuckle Hammer		↑ +P
Cat Somersault Kick		↖ K
Rolling Sawbutt		↑ +K
Hopping Kick		↑ K
Low Cut Kick	before landing	↑ ↓ K
Middle Rolling Sawbutt		↗ +K
Wall Throw	close range	P+D
Back Wall Throw	close range	← P+D
Cat Wheel	close range	↓ ← P+D
Face Crusher	close range	↖ → P+D
Swallow Twister	close range	← → P+D
Candy DDT	close range	→ ↓ P+D
Vaulting Horse	close range	↗ +P
Back Wall Rush	close range	P+D
	facing wall	
Fork Through	close range	↓ P+K+D
Tag Hand Wall Crush	close range	P+D
	back to wall	
Back Suplex	close behind opp.	P+D
Tickle Tickle	close behind opp.	P+K+D
Candy Aerial	both in mid-air	← P+K+D
Spin Landing	opponent down	↑ +P
Ei	opponent down	↓ P
Ei Ei	opponent down	↓ PP
Ei Ei Ei	opponent down	↓ PPP
Ei Ei Ei Ei	opponent down	↓ PPPP
Spit Kick	opponent down	↓ K
Turn Snap	opponent behind	P
Turn Double Snap	opponent behind	PP
Turn Kick	opponent behind	K
Spin Kick Turn	opponent behind	↑ +K
Low Turn Snap	opponent behind	↓ P
Low Spin Kick Turn	opponent behind	↓ K
Running Straight	while running	P
Running Tackle	while running	P+D
Running Bootie Bop	while running	P+K+D
Sliding Kick	while running	↓ K
Running Cat Somersault	while running	↖ K
Hop Spin Kick	while running	↑ +K
Running Jump Kick	while running	↗ +K
Climb Wall	jump & touch wall	↑ +P
Wall Dive	while climbing wall	↑ +P
Cat Thrust Throw	close range to side	P+D

PICKY

Boarder Punch		P
Double Boarder Punch		PP
Punch Coin		PK
Combo Tail Kick		P↓ K
Board Bash		PPP
Wall Squash	near wall	PPP
One-Two Upper		PP→P
One-Two Coin		PPK
One-Two Knee		PP→K
Combo Skipping Knee		PP→KK
One-Two Kick		PP↓ K
Combo Toe & High Kick		PP↓ KK
Low Punch		↓ P
Low Punch Tail Kick		↓PK↓ K
Block Upper		← P
Upper		↓ P
Upper High Spin		↓ PK
Upper Middle Spin		↓ P→K
Board Slap		←→→P
Overhead Board Bash		↖ +D ↘ P
Standing Knee		K
Knee & High Spin		KK
Tail Kick		↓ K
Block Knee		← K
Step Knee		→ K
Toe Kick		↓ K
Toe & High Kick		↓ KK
Heel Drop		↓ KK+D
Low Spin Kick		↓ K+D
Heel Drop 2		↑ +D ↓ K
Middle Spin Kick		↓ K
High Spin Kick		↓ ↘ → K
Rocket Missile	back to wall	↖ K
Hopping Knee		K+D
Skiping Knee		↓ → K+D
Jump Hammer		↑ +P
Hopping Hammer		↑ P
Jump Toe		↑ +K
Front Jump Toe		↗ +K
Air Rolling Sawbutt		↑ K
Front Air Kick		↑ → K
Back Air Kick		↑ ← K
Hatch		↑ ↓ K

Flare Toe	before landing	↑ K
Flare Kick	before landing	↑ ↓ K
Hopping Hammer		↑ +P
Coin		↑ +K
Hopping Kick		↑ K
Flip Low Kick	while running	P+K+D ↓ K
Low Cut Kick	before landing	↑ ↓ K
Wall Throw	close range	P+D
Overhead Cannon	close range	← → P+D
Fork Through	close range	↓ P+K+D
Fork Through Kick	close range	↓ P+K+D ← K
Wall Rush	close range	P+D
	facing wall	
Dead End Double Knee	close range	← → K
	facing wall	
Tag Hand Wall Crush	close range	P+D
	back to wall	
Back Suplex	close behind opp.	P+D
Flying Head Scissors	close range	↓ P+K+D
	in mid-air	
Air Grab	both in mid-air	← P+K+D
Flying Dolphin Attack	opponent down	↑ +P
Maul Bash	opponent down	↓ P
Foot Stomp	opponent down	↓ K
Double Stomp	opponent down	↓ KK
Triple Stomp	opponent down	↓ KKK
Turn Punch	opponent behind	P
Turn Double Punch	opponent behind	PP
Turn Kick	opponent behind	K
Spin Kick Turn	opponent behind	↑ +K
Low Turn Punch	opponent behind	↓ P
Low Spin Kick Turn	opponent behind	↓ K
Running Board Slap	while running	P
Running Knee	while running	K
Sliding Kick	while running	↓ K
Flip Kick 1	while running	↓ KK
Flip Low Kick	while running	↓ K ↓ K
Dash Air	while running	P+K+D
Flip Kick 2	while running	P+K+DK
Climb Wall	jump & touch wall	↑ +P
Wall Dive	while climbing wall	↑ +P
Shell Break Elbow	close range to side	P+D

Mahler

Strong Fist	P
Extreme Blow	PP
Blow Combo • Upper	PPP
Blow Combo • High Kick	PPK
Blow Combo • Low Spin	PP↓K
Fist & High Kick	PK
Combo • Switch Upper	PKP
Low Fist	↓P
Low Fist Spin	↓PK
Blow Combo • Straight	PP⇒P
Extreme • Death Prelude	PP⇒PK
Extreme • Death Symphony	PP⇒KP
Blow Combo • Double High Kick	PP⇒KK
Extreme • Death Requiem	PP⇒KP⇒P
Extreme • Death Finale	PP⇒KP⇒P←↓⇒P
Strong Upper	↙P
Stomach Blow	→P
Blow & Fist	⇒⇒P
Gust of Rage	←⇒⇒P
Hurricane Punch	←↖↓↙⇒P
Strong High Kick	K
High & Side Kick	KK
High Kick & Fist	KP
Axel Roll	↘K
Revolution One	↓K
High & Double Axel	↘KK
Middle & Double Axel	↘K⇒K
Low Double Axel	↘K↓K
Strong Knee	→K
Low Shot	↖K
Low Shot • Axel	↖KK
Low Shot • Blow	↖KKP
Low Shot • Dark Prelude	↖KKPP
Revolution	↓K+D
High • Double Revolution	↓K+DK
Low • Double Revolution	↓K+D↓K
Thrust Punch Air	↑+P
Jump Hammer	↑P

Jump Toe	↑+K
Front Jump Toe	↗+K
Air Rolling Sawbutt	↑K
Front Air Kick	↑⇒K
Air Dive	↑↓K
Back Air Kick	↑⇐K
Flare Toe	before landing ↑K
Jump Hammer	↑+P
Flare Kick	before landing ↑↓K
Rolling Sawbutt	↑+K
Hopping Kick	before landing ↑K
Low Cut Kick	before landing ↑↓K
Wall Throw	close range P+D
Brainbuster	close range ↓P+D
Black Rainbow	close range ⇡⇨P+D
Wall Blaster	close range P+D facing wall
Wall Axel	close range P+D back to wall
German Suplex	close behind opp. P+D
Black Hole	both in mid-air ⇡P+K+D
Wrecking Dive	opponent down ↑+P
Strike Stomp	opponent down ↓K
Turn Fist	opponent behind P
Turn Double Fist	opponent behind PP
Turn High Kick	opponent behind K
Low Turn Fist	opponent behind ↓P
Spin Kick Turn	opponent behind ↑+K
Low Spin Kick Turn	opponent behind ↓K
Running Straight	while running P
Running Tackle	while running P+D
Running Knee	while running K
Sliding Kick	while running ↓K
Running Jump Kick	while running ↗+K
Climb Wall	jump & touch wall ↑+P
Wall Dive	while climbing wall ↑+P
Distortable Blow	close range to side P+D

B.M.

Strong Fist	P		↑ +K
Extreme Blow	PP		↑ K
Blow Combo • Upper	PPP		↑ ↓ K
Blow Combo • High Kick	PPK		↑ +P
Fist & High Kick	PK		↑ +K
Combo • Switch Upper	PKP		↗ K
Blow Combo • Straight	PP→P		↑ P
Extreme • Death Prelude	PP→K		PP→K
Blow Combo • Double High Kick	PP→KK		PP→KP
Extreme • Death Symphony	PP→KP		PP→KP→P
Extreme • Death Requiem	PP→KP→P		PP→KP→P
Extreme • Death Finale	PP→KP→P		P← ↓ →P
Blow Combo • Low Spin	PP↓ K		Flare Toe before landing ↑ K
Low Fist	↓ P		Flare Kick before landing ↑ ↓ K
Low Fist Spin	↓ PK		Wall Throw close range P+D
Strong High Kick	K		German Suplex close behind opp. P+D
High Kick & Fist	KP		Wall Axel close range P+D
High & Side Kick	KK		Wall Blaster close range P+D
Revolution One	↓ K		Brainbuster close range ↓ P+D
Stomach Blow	→ P		Black Rainbow close range ← → ← P+D
Blow & Fist	→ PP		Spit Kick opponent down ↓ K
Block Straight	← P		Wrecking Dive opponent down ↑ P
Gust of Rage	← → → P		Turn Fist opponent behind P
Hurricane Punch	← ↓ ↓ → P		Turn Double Fist opponent behind PP
Strong Knee	→ K		Turn High Kick opponent behind K
Axel Roll	↓ K		Low Turn Fist opponent behind ↓ P
Blockbuster	← K		Low Turn Fist Spin opponent behind ↓ PK
Block Knee	← K+D		Low Spin Kick Turn opponent behind ↓ K
Ankle Fall	↑ +D ↓ K		Spin Kick Turn opponent behind ↑ K
Ankle Cross	↑ +D ↓ KK		Running Straight while running P
Cross Destruction	↑ +D ↓ KKP		Running Tackle while running P+D
Revolution	↓ K+D		Running Knee while running K
High • Double Revolution	↓ K+DK		Sliding Kick while running ↓ K
Low • Double Revolution	↓ K+D ↓ K		Running Sawbutt while running ↑ K
Low Shot	↖ K		Running Jump Kick while running ↗ K
Low Shot • Axel	↖ KK		Climb Wall jump & touch wall ↑ P
Low Shot • Blow	↖ KKP		Wall Dive while climbing wall ↑ P
Low Shot • Dark Prelude	↖ KKPP		Distortable Blow close range to side P+D
Jump Hammer	↑ +P		

KUMACHAN

Bam	P
Bam-Bam	PP
Bam-Bam Boom	PPP
Bing Bam Boom	near wall PPP
Salmon Lover (Bamboo Lover)	PK
Barrel	P ↘ P
Smiley Barrel	P ↘ PP
Happy Barrel	P ↘ P → P+D
Kumade	→ P
Cuteron	→ P
Fan An	→ PP
Dotomuse Royal	→ PPP
President Rhapsody	→ PPPP
Canyon Laurel	→ PPPPP
Six Panzers	→ PPPPPP
Death Standard	→ PPPPPPP
Ox Attack	→ → P
Span Club	↘ P
Span Span Club	→ PP
Punch 2001	← P
Iyan	← → P
Yan-Yan	← → PP
Yan-Yan-Yan	← → PPP
Hello Tech	↘ ↘ P
Head-on	↓ P
Kuma Kick	K
Hama-chan	↘ K
Kick 2001	← K
Dai-chan	↓ K
Glass Hansel	↓ P+K+D
Salmon Hunting	↓ P+K+DP+D
Double Hansel	↓ P+K+D ↓ P
Good Night!	↑ +P
Sawbutt • Sapphire	↑ +K
Sawbutt • Diamond	↗ +K
Kumachan 33 & 1/3	↑ K
Kumachan 45	↑ ↓ K
Flying Kuma	↑ +P
Climb and Kick	↑ +K
Front Climb and Kick	↗ +K
Kuma Otoshi	↑ K
Hachi	↑ ↓ K
Kuma Play	↑ → P
Guru-Guru Q	↑ → K
Kaiten Kuma	↑ ← K
Kuma Poko	before landing ↑ K

Hachan!	before landing	↑ ↓ K
Yamagoya Throw	close range	P+D
Love Parade	close range	P+D
	back to wall	
Kuma Oroshi	close range	P+D
	facing wall	
Kumachan Trick	close behind opp.	P+D
Kiss the Future	close range	↓ P+D
	opponent crouching	
	facing wall	
Wild Animal	close range	↓ P+D
Bucking Bear	close range	→ → P+K+D
Bear Hug	close range	→ ← P+D
Killer Kuma Beast	close range	→ ← P+D ← ← P+D
Hungry Bear Special	close range	→ ← P+D ← ← P+DP+D
Way of the Wild	close range	→ ↓ ↓ ↙ ← P+D
Naughty Bear	close range	→ ↓ ↓ ↙ ← P+D
		→ ← P+D
Big Beast Attack	close range	→ ↓ ↓ ↙ ← P+D
		→ ← P+D → ← P+D
Wild Thing	close range	→ ↓ ↓ ↙ ← P+D
		→ ← P+D → ← P+D
		← ↓ → ↑ ← P+D
Super Washington Treaty	close range	→ ↓ ↓ ↙ ← P+D
		→ ← P+D → ← P+D
		← ↓ → ↑ ← P+D
		↓ → ← P
Playing Dead	opponent down	↓ → ← P
	near opp. head	
Earthquake	opponent down	↓ K
Balloon Fall	opponent down	↑ +K
Poochy Punch	opponent behind	P
Poochy-Poochy Punch	opponent behind	PP
Poochy Punch Remix	opponent behind	↓ P
Poochy Kick	opponent behind	K
Poochy Acid Kick	opponent behind	↓ K
Poochy Trance Kick	opponent behind	↑ +K
Assault Kuma	while running	P
Assault Kuma Tackle	while running	P+D
Violent Assault Kuma	while running	K
Sliding Assault Kuma	while running	↓ +K
Assault Nobori Kuma	while running	↑ K
Assault Nobori Guerrilla	while running	↗ +K
Ultra Violent Kuma		P+K+D
Unbearable Assault		← ↙ ↓ ↘ → P+K+D

Megamix Credits

Production:

Producer: Steve Hutchins
Associate Producer: Michael S. Jablone
Lead Tester: Abe Navarro
Assistant Lead Testers: Michael Dobbins
Rick Greer
Marcus Montgomery
Ferdinand Villar
Peter Young

Marketing:

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LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:
1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

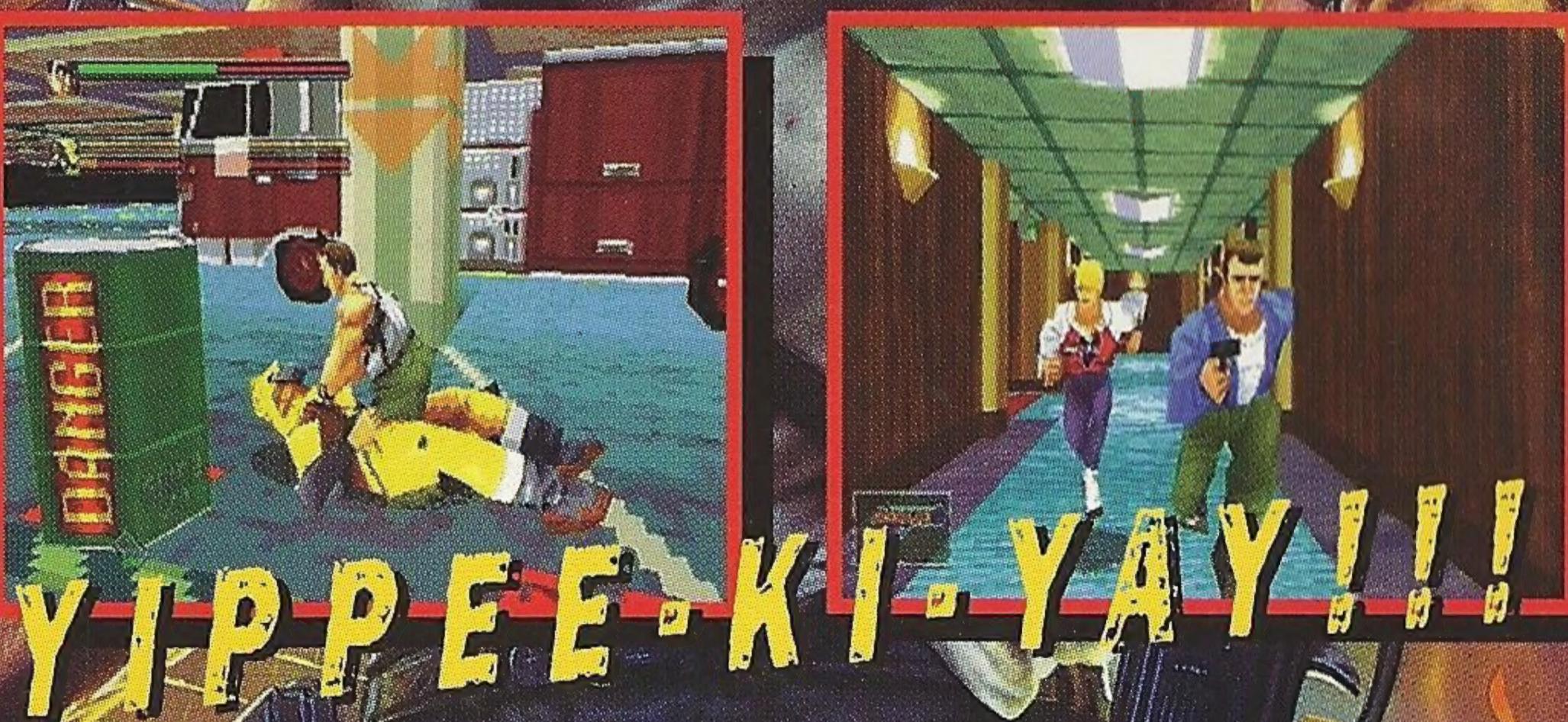
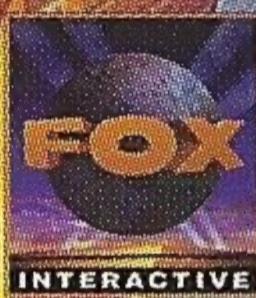
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